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H O Y L E's
G A M E S
I M P R O V E D

Being **PRACTICAL TREATISES ON**

WHIST
QUADRILLE
PIQUET
CHESS
BACK-GAMMON
DRAUGHTS
CRICKET
TENNIS
QUINZE
HAZARD

LANSQUENET
BILLIARDS
FARO
ROUGE & NOIR
CRIBBAGE
MATRIMONY
CASSINO
GOFF OR GOLF
AND
CONNEXIONS

In which are contained

The Method of **BETTING** at **THOSE GAMES**
upon equal or advantageous Terms.

Revised and Corrected by **CHARLES JONES, Esq.**
A NEW EDITION ENLARGED.

L O N D O N:

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Erratum. There appears some confusion at the bottom of page 3, in the first method of scoring at Whist, as one of the counters belonging to 7 is placed too near 8; they should stand more distinct,

thus: ○ ○ ○ ○ ○
 ○ ○

THE GAME OF WHIST.

THIS Game is played by four Persons, who cut the Cards to settle the Partners; those who cut the two highest Cards, are Partners against those who cut the two lowest. The Person who cuts the lowest Card is entitled to the Deal. In cutting, the Ace is accounted the lowest.

Each Person has a right to shuffle the Cards before the Deal, and the elder Hand ought to shuffle them last, excepting the Dealer.

The Deal is made by having the Pack cut by the Right-hand Adversary, and the Dealer is to distribute the Cards, one at a time, to each of the Players, beginning with the Left-hand Adversary, till he comes to the last Card, which he turns up, being the Trump, and leaves it on the Table till the first Trick is played.

No one, before his Partner plays, may inform him that he has, or has not won the Trick; even the Attempt to take up a Trick, though won before the last Partner has played, is deemed very improper. No Intimations of any kind during the Play of the Cards between Partners are to be admitted. The Mistake of one Party is the Game of the Adversary. However there is one Exception to this Rule, which is in case of a Revoke: If a Person happens not to follow Suit, or trump a Suit, the Partner is indulged to make Enquiry of him, whether he is sure he has none of that Suit in his Hand: This Indulgence must have arisen from the severe Penalties annexed to Revok-

ing, which affect the Partners equally, and it is now universally admitted.

The Person on the Dealer's left Hand is called the elder Hand, and plays first; and whoever wins the Trick, becomes elder Hand, and plays again; and so on till all the Cards are played out. The Tricks belonging to each Party should be turned and collected by the respective Partners of whoever wins the first Trick in every Hand. The Ace, King, Queen, and Knave of Trumps, are called Honours; and when either of the Parties has in his own Hand, or between himself and his Partner, three Honours, they count two Points towards the Game; and in case they should have the four Honours, they count four Points. Ten Points make the Game.

TWENTY-FOUR SHORT RULES *for* LEARNERS.

- I. **A**LWAYS lead from your strong Suit.
- II. Lead through an Honour when you have a good Hand.
- III. Lead through the strong Suit, and up to the weak.
- IV. Lead a Trump, if 4 or 5, and you have a good Hand.
- V. Sequences are eligible Leads, and begin with the highest.
- VI. Follow your Partner's Lead, not your Adversary's.
- VII. Do not lead from Ace, Queen.
- VIII. Avoid leading an Ace unless you have the King.
- IX. Never lead a thirteenth Card unless Trumps are out.
- X. Nor trump a thirteenth Card, except last Player.
- XI. Play

XI. Play your best Card third Hand.

XII. When in Doubt, win the Trick.

XIII. When you lead small Trumps, begin with the highest.

XIV. Do not trump out, when your Partner is likely to trump a Suit.

XV. If you hold only small Trumps, make them when you can.

XVI. Make your Tricks early, and be careful of finessing.

XVII. Be sure to make the odd Trick when in your Power.

XVIII. Never force your Adversary with your best Card, unless you have the next best.

XIX. If only one Card of any Suit, and but 2 or 3 small Trumps, lead the single Card.

XX. Always try to keep a commanding Card to bring in your strong Suit.

XXI. In your Partner's Lead, endeavour to keep the command in his Hand.

XXII. Keep the Card you turn up as long as you conveniently can.

XXIII. If your Antagonists are 8, and you have no Honour, play your best Trump.

XXIV. Always consider your Score, and play your Hand accordingly.

METHODS of SCORING at WHIST.

1	2	3	4	5	6	7	8	9
o	oo	ooo	oooo	o	o	o	oooo	o
				oo	ooo	o	o	o
								o
o	o	o	oo	o	o	o	o	oo
	o	o	o	oo	o	o	oo	o
		o	o	o	oo	oo	o	o
				B 2				MR.

MR. HOYLE'S GAME AT WHIST.

GENERAL RULES *for* BEGINNERS.

I. **W**HEN you lead, begin with the best Suit in your Hand; if you have a Sequence of King, Queen, and Knave, or Queen, Knave and Ten, they are sure Leads, and never fail gaining the Tenace to yourself or Partner in other Suits: Begin with the highest of the Sequence, unless you have 5 in Number; in that Case, play the lowest (except in Trumps, when you must always play the highest) in order to get the Ace or King out of your Partner's or Adversary's Hand, by which means you make Room for your Suit.

II. If you have 5 of the smallest Trumps, and not one good Card in the other Suits, trump out, which will have this good Consequence at least, to make your Partner the last player, and by that Means give him the Tenace.

III. If you have 2 small Trumps only, with Ace and King of two other Suits, and a Deficiency of the fourth Suit, make as many Tricks as you can immediately; and if your Partner refuses either of your Suits, do not force him, because that may weaken his Game too much.

IV. You need seldom return your Partner's Lead immediately, if you have good Suits of your own to play, unless it be to endeavour to save or win a Game: What is meant by good Suits, is, in case you shall

shall have Sequences of King, Queen, and Knave, or Queen, Knave, and Ten.

V. If you have each 5 Tricks, and you are assured of getting 2 Tricks in your own Hand, do not fail winning them, in Expectation of scoring 2 that Deal; because if you lose the odd Trick, it makes 2 Difference, and you play 2 to 1 against yourself.

An Exception to the foregoing Rule is, when you see a Probability either of saving your Lurch or winning the Game, in either of which Cases you are to risk the odd Trick.

VI. When you have a Probability of winning the Game, always risk a Trick or two, because the Share of the Stake, which your Adversary has by a new Deal, will amount to more than the Point or two which you risk by that Deal.

The foregoing Case refers to 1, 2, 3, 4, 5, 6, in pages 15, 16, 17.

VII. If your Adversary is six or seven Love, and you are to lead, your Business in that Case is to risk a Trick or two, in Hopes of putting your Game upon an equality; therefore, admitting you have the Queen or Knave, and 1 other Trump, and no good Cards in other Suits, play out your Queen or Knave of Trumps; by which Means you will strengthen your Partner's Game, if he is strong in Trumps; if he is weak, you do him no Injury.

VIII. If you are four of the Game, you must play for an odd Trick, because it saves one half of the Stake which you play for; and, in order to win the odd Trick, though you are pretty strong in Trumps, be cautious how you trump out. What is meant by strength in Trumps, is, in case you should have 1 Honour and 3 Trumps,

IX. If

IX. If you are 9 of the Game, and though very strong in Trumps, if you observe your Partner to have a Chance of trumping any of your Adversary's Suits; in that Case do not trump out, but give him an Opportunity of trumping those Suits. If your Game is scored 1, 2, or 3, you must play the Reverse; and also at 5, 6, or 7; because, in these two last recited Cases, you play for more than 1 Point.

X. If you are last Player, and find that the third Hand cannot put on a good Card to his Partner's Lead, admitting you have no good Game of your own to play, return the Lead upon the Adversary; which gives your Partner the Tenace in that Suit, and often obliges the Adversary to change Suits, and consequently gains the Tenace in that new Suit also.

XI. If you have Ace, King, and four small Trumps, begin with a small one; because it is an equal Wager that your Partner has a better Trump than the last Player: if so, you have three Rounds of Trumps; if not, you cannot fetch out all the Trumps.

XII. If you have Ace, King, Knave, and three small Trumps, begin with the King, and then play the Ace (except one of the Adversaries refuses Trumps) because the Odds is in your Favour that the Queen falls.

XIII. If you have King, Queen, and four small Trumps, begin with a small one, because the Odds is on your Side that your Partner has an Honour.

XIV. If you have King, Queen, Ten, and three small Trumps, begin with the King, because you have a fair Chance that the Knave falls in the second Round, or you may wait to finesse your Ten upon the Return of Trumps from your Partner.

Refers to Case 1, 2, 3, in page 18.

XV. If

XV. If you have Queen, Knave, and four small Trumps, begin with a small one, because the Odds is in your Favour that your Partner has an Honour.

XVI. If you have Queen, Knave, Nine, and three small Trumps, begin with the Queen, because you have a fair Chance that the Ten falls in the second Round; or you may wait to finesse the Nine.

Refers to Case 1, 2, 3.

XVII. If you have Knave, Ten and four small Trumps, begin with a small one, for the Reasons assigned in N^o 15.

XVIII. If you have Knave, Ten, Eight, and three small Trumps, begin with the Knave, in order to prevent the Nine from making a Trick, and the Odds are in your favour that the three Honours fall in two Rounds.

XIX. If you have six Trumps of a lower Denomination, you are to begin with the lowest, unless you should have Ten, Nine, and Eight, and an Honour turns up against you; in that Case, if you are to play through the Honour, begin with the Ten, which obliges the Adversary to play his Honour to his Disadvantage, or leave it in your Partner's Option, whether he will pass it or not.

XX. If you have Ace, King, and three small Trumps, begin with a small one, for the Reasons assigned in N^o 15.

XXI. If you have Ace, King and Knave, and two small Trumps, begin with the King, which, next to a moral Certainty, informs your Partner that you have Ace and Knave remaining; and by putting the Lead into your Partner's Hand, he plays
you

you a Trump, upon which you are to finesse the Knave, and no ill Consequence can attend such play, except the Queen lies behind you single.

Refers to Case 1, 2, 3, in page 18.

XXII. If you have King, Queen, and three small Trumps, begin with a small one, for the assigned Reasons in N^o 15.

XXIII. If you have King, Queen, Ten, and two small Trumps, begin with the King, for the Reasons assigned in N^o 21.

XXIV. If you have the Queen, Knave, and three small Trumps, begin with a small one, for the Reasons assigned in N^o 15.

XXV. If you have Queen, Knave, Nine, and two small Trumps, begin with the Queen, for the Reasons assigned in N^o 16.

XXVI. If you have Knave, Ten, and three small Trumps, begin with a small one, for the Reasons assigned in N^o 15.

XXVII. If you have Knave, Ten, Eight, and two small Trumps, begin with the Knave, because in two Rounds of Trumps it is Odds but that the Nine falls; or, upon the Return of Trumps from your Partner, you may finesse the eight.

XXVIII. If you have five Trumps of a lower Denomination it is the best play to begin with the lowest, unless you have a Sequence of Ten, Nine, and Eight; in that Case begin with the highest of the Sequence.

XXIX. If you have Ace, King, and two small Trumps, begin with a small one, for the Reasons assigned in N^o 15.

XXX. If you have Ace, King, Knave, and one small Trump, begin with the King, for the Reasons assigned in N^o 21.

XXXI. If

XXXI. If you have King, Queen, and two small Trumps, begin with a small one for the Reasons assigned in N^o 15.

XXXII. If you have King, Queen, Ten, and one small Trump, begin with the King, and wait for the Return of Trumps from your Partner, when you are to finesse your Ten, in order to win the Knave.

XXXIII. If you have Queen, Knave, Nine, and one small Trump, begin with the Queen, in order to prevent the Ten from making a Trick.

XXXIV. If you have Knave, Ten, and two small Trumps, begin with a small one for the Reasons assigned in N^o 15.

XXXV. If you have Knave, Ten, Eight, and one small Trump, begin with the Knave, in order to prevent the Nine from making a Trick.

XXXVI. If you have Ten, Nine, Eight and one small Trump, begin with the Ten, which leaves in your Partner's Discretion, whether he will pass it or not.

XXXVII. If you have Ten, and three small Trumps, begin with a small one.

Some PARTICULAR RULES to be observed.

I. IF you have Ace, King, and four small Trumps with a good Suit, you must play three Rounds of Trumps, otherwise you may have your strong Suit trumped.

II. If you have King, Queen, and four small Trumps, with a good Suit, trump out with the King, because when you have the Lead again, you will have three Rounds of Trumps.

III. If you have King, Queen, Ten, and three small Trumps, with a good Suit, trump out with

the King, in expectation of the Knave's falling at the second Round; and do not wait to finesse the Ten, for fear your strong Suit should be trumped.

IV. If you have Queen, Knave, and three small Trumps, with a good Suit, trump out with a small one.

V. If you have the Queen, Knave, Nine, and two small Trumps with a good Suit, trump out with the Queen in Expectation of the Ten's falling at the second Round; and do not wait to finesse the Nine, but trump out a second Time, for the Reason assigned in Case III. in this Chapter.

VI. If you have Knave, Ten, and three small Trumps, with a good Suit, trump out with a small one.

VII. If you have Knave, Ten, Eight, and two small Trumps, with a good Suit, trump out with the Knave, in Expectation of the Nine's falling at the second Round.

VIII. If you have Ten, Nine, Eight, and one small Trump, with a good Suit, trump out with the Ten.

PARTICULAR GAMES, *and the manner in which they are to be played.*

I. **S**UPPOSE you are elder Hand, and that your Game consists of King, Queen, and Knave of one Suit; Ace, King, Queen, and two small Cards of another Suit; King and Queen of the third Suit, and three small Trumps: *Quere*, How is this Hand to be played? You are to begin with the Ace of your best Suit (or a Trump) which informs your Partner that you have the command of that Suit; but you are not to proceed with the King of the same Suit, but you must play a Trump next; and if you find your Partner has no Strength to support you

you in Trumps, and that your Adversary plays to your weak Suit, *viz.* the King and Queen only, in that case, play the King of the best Suit; and if you observe a Probability of either of your Adversaries being likely to trump that Suit, proceed then and play the King of the Suit of which you have King, Queen, and Knave. If it should so happen, that your Adversaries do not play to your weakest Suit, in that Case, though apparently your Partner can give you no Assistance in Trumps, pursue your Scheme of trumping out as often as the Lead comes into your Hand: By which Means, supposing your Partner to have but two Trumps, and that your Adversaries have four each, by three Rounds of Trumps, there remain only two Trumps against you.

II. *Elder Hand.*

Suppose you have Ace, King, Queen, and one small Trump; with a Sequence from the King of five in another Suit, with four other Cards of no Value. Begin with the Queen of Trumps, and pursue the Lead with the Ace, which demonstrates to your Partner, that you have the King: And as it would be bad Play to pursue Trumps the third Round, till you have first gained the Command of your great Suit; by stopping thus, it likewise informs your Partner that you have the King, and one Trump only remaining; because, if you had Ace, King, Queen, and two Trumps more, and Trumps went round twice, you could receive no Damage by playing the King the third Round. When you lead Sequence, begin with the lowest, because if your Partner has the Ace he plays it, which makes Room for your Suit. And since you have let your Partner into the State of your Game, as soon as he has the Lead, if he has a Trump or two remaining, he will play Trumps to you, with a

moral Certainty that your King clears your Adversaries Hands of all their Trumps.

III. *Second Player.*

Suppose you have Ace, King, and two small Trumps, with a Quint-Major of another Suit; in the third Suit you have three small Cards, and in the fourth Suit one. Your Adversary on your Right-hand begins with playing the Ace of your weak Suit, and then proceeds to play the King: In that Case do not trump it, but throw away a losing Card; and if he proceeds to play the Queen, throw away another losing Card; and do the like the fourth Time, in Hopes your Partner may trump it, who will in that Case play a Trump, or will play to your strong Suit. If Trumps are played, go on with them two Rounds, and then proceed to play your strong Suit; by which Means, if there happens to be four Trumps in one of your Adversaries Hands, and two in the other, which is nearly the Case, your Partner being intitled to have three Trumps out of the nine, consequently there remain only six Trumps between the Adversaries; your strong Suit forces their best Trumps, and you have a Probability of making the odd Trick in your own Hand only; whereas if you had trumped one of your Adversaries best Cards, you had so weakened your Hand, as probably not to make more than five Tricks, without your Partner's Help.

IV. Suppose you have Ace, Queen, and three small Trumps; Ace, Queen, Ten, and Nine of another Suit; with two small Cards of each of the other Suits: Your Partner leads to your Ace, Queen, Ten, and Nine; and as this Game requires rather to deceive your Adversaries, than to inform your Partner,

I. put up the Nine, which naturally leads the Adversary to play Trumps, if he wins that Card. As soon as Trumps are played to you, return them upon your Adversary, keeping the Command in your own Hand. If your Adversary, who led Trumps to you, puts up a Trump which your Partner cannot win, if he has no good Suit of his own to play, he will return your Partner's Lead imagining that Suit lies between his Partner and yours : If this Finesse of yours should succeed, you will be a great Gainer by it, but scarcely possible to be a Loser.

V. Suppose you have Ace, King, and three small Trumps, with a Quart from a King, and two small Cards of another Suit, and one small Card to each of the other Suits ; your Adversary leads a Suit of which your Partner has a Quart-Major ; your Partner puts up the Knave, and then proceeds to play the Ace : You refuse to that Suit by playing your loose Card ; when your Partner plays the King, your Right-hand Adversary trumps it. Suppose with the Knave or Ten, do not overtrump him, which may probably lose you two or three Tricks by weakening of your Hand : But if he leads to the Suit of which you have none, trump it, and then play the lowest of your Sequence, in order to get the Ace either out of your Partner's or Adversary's Hand ; which accomplished, as soon as you get the Lead, play two Rounds of Trumps, and then proceed to play your strong Suit. Instead of your Adversary's playing to your weak Suit, if he should play Trumps, do you go on with them two Rounds, and then proceed to get the Command of your strong Suit. But you will seldom find this last Method practised, except by moderate Players.

Games to be played, with certain Observations, whereby you are assured that your Partner has no more of the Suit played either by yourself or him.

I. **S**UPPOSE you lead from Queen, Ten, Nine, and two small Cards of any Suit, the second Hand puts on the Knave, your Partner plays the Eight: in this Case, you having Queen, Ten, and Nine, it is a Demonstration if he plays well, that he can have no more of that Suit. Therefore, by that Discovery you may play your Game accordingly, either by forcing him to trump that Suit, if you are strong in Trumps, or by playing some other Suit.

II. Suppose you have King, Queen, and Ten of a Suit, and you lead your King, your Partner plays the Knave, this demonstrates he has no more of that Suit.

III. Suppose you have King, Queen, and many more of a Suit, and you begin with the King, in some Cases it is good Play in a Partner, when he has the Ace, and one small Card in that Suit only, to win his Partner's King with his Ace; for suppose he is very strong in Trumps, by taking his Partner's King, with the Ace, he trumps out, and after he has cleared the board of Trumps, he returns his Partner's Lead; and having parted with the Ace of that Suit, he has made Room for his Partner to make that whole Suit, which possibly could not have been done if he had kept the Command in his Hand.

And supposing his Partner has no other good Card in his Hand besides that Suit, he loses nothing by the Ace's taking of his King; but if it should so happen that he has a good Card to bring in that Suit, he gains all the Tricks which he makes in that Suit, by this Method of Play. And as your Partner

has

has taken your King with the Ace, and trumps out upon it, you have Reason to judge he has one of that Suit to return you ; therefore do not throw away any of that Suit, even to keep a King or Queen guarded.

Particular Games, both to endeavour to deceive and distress your Adversaries, and to demonstrate your Game to your Partner.

I. **S**UPPOSE I play the Ace of a Suit of which I have Ace, King, and three small ones ; the last Player does not chuse to trump it, having none of the Suit ; if I am not strong enough in Trumps, I must not play out the King, but keep the Command of that Suit in my Hand by playing a small one, which I must do in order to weaken his Game.

II. If a Suit is led, of which I have none, and a moral Certainty that my Partner has not the best of that Suit, in order to deceive the Adversary, I throw away my strong Suit ; but to clear up Doubts to my Partner, when he has the Lead, I throw away my weak Suit. This method of play will generally succeed, unless you play with very good Players ; and even with them, you will oftener gain than lose by this Method of Play.

Particular Games to be played, by which you run the Risk of losing one Trick only to gain three.

I. **S**UPPOSE Clubs to be Trumps, a Heart is played by your Adversary ; your Partner having none of that Suit, throws away a Spade ;
you

you are then to judge his Hand is composed of Trumps and Diamonds; and suppose you win that Trick, and being too weak in Trumps, you dare not force him; and suppose you shall have King, Knave, and one small Diamond; and further, suppose your Partner to have Queen, and five Diamonds; in that Case, by throwing out your King in your first Lead, and your Knave in your second, your Partner and you may win five Tricks in that Suit; whereas if you had led a small Diamond, and your Partner's Queen having been won with the Ace, the King and Knave remaining in your Hand obstructs the Suit: And though he may have the long Trump, yet by playing a small Diamond, and his long Trump having been forced out of his Hand, you lose by this Method of Play three Tricks in that Deal.

II. Suppose, in the like Case of the former, you should have Queen, Ten, and one small Card in your Partner's strong Suit; which is to be discovered by the former Example; and suppose your Partner to have Knave and five small Cards in his strong Suit; you having the Lead are to play your Queen, and when you play again, you are to play your Ten; and suppose him to have the long Trump, by this Method he makes four Tricks in that Suit; but should you play a small one in that Suit, his Knave being gone, and the Queen remaining in your Hand in the second Round of playing that Suit, and the long Trump being forced out of his Hand, the Queen remaining in your Hand obstructs the Suit, by which Method of Play you lose three Tricks in that Deal.

III. In the former Examples you have been supposed to have had the Lead, and by that means have had

had an Opportunity of throwing out the best Cards in your Hand of your Partner's strong Suit, in order to make Room for the whole Suit: we will now suppose your Partner is to lead, and in the Course of Play, it appears to you that your Partner has one great Suit; suppose Ace, King, and four small ones, and that you have Queen, Ten, Nine, and a very small one of that Suit; when your Partner plays the Ace, you are to play the Nine; when he plays the King, you are to play the Ten; by which means you see, in the third Round, you make your Queen, and having a small one remaining, you do not obstruct your Partner's great Suit; whereas if you had kept your Queen and Ten, and the Knave had fallen from the Adversaries, you had lost two Tricks in that Deal.

IV. Suppose in the Course of Play, as in the former Case, you find your Partner to have one great Suit, and that you have King, Ten, and a small one of that Suit; your Partner leads the Ace; in that Case play your Ten, and in the second your King: This Method is to prevent a Possibility of obstructing your Partner's great Suit.

V. Suppose your Partner has Ace, King, and four small Cards in his great Suit, and that you have Queen, Ten, and a small Card, in that Suit; when he plays his Ace, do you play your Ten, and when he plays his King, do you play your Queen; by which Method of Play you only risk one Trick to get four.

VI. We will now suppose you to have five Cards of your Partner's strong Suit, *viz.* Queen, Ten, Nine, Eight, and a small one; and that your Partner has Ace, King, and four small ones; when
your

your Partner plays the Ace, do you Play your Eight; when he plays the King, do you play your Nine; and in the third Round, nobody having any of that Suit, except your Partner and you, proceed then to play the Queen, and then the Ten; and having a small one remaining, and your Partner two, you thereby gain a Trick, which you could not have done but by playing the high Cards, and by keeping a small one to play to your Partner.

Particular Games to be played when your Adversary turns up an Honour on your Right-hand, with Directions how to play when an Honour is turned up on your Left-hand.

I. **S**UPPOSE the Knave is turned up on your Right-hand, and that you have King, Queen and Ten; in order to win the Knave, begin to play with your King; by which Method of Play, your Partner may suppose you to have Queen and Ten remaining, especially if you have a second Lead, and that you do not proceed to your Queen.

II. The Knave being turned up as before, and that you have Ace, Queen, and Ten, by playing your Queen, it answers the like Purpose of the former Rule.

III. If the Queen is turned up on your Right-hand, and that you have Ace, King, and Knave, by playing your King it answers the like Purpose of the former Rule.

IV. Suppose an Honour is turned up on your Left-hand, and suppose you should hold no Honour, in that Case you are to play Trumps through that Honour; but in case you should hold an Honour, (except

(except the Ace) you must be cautious how you play Trumps, because in case your Partner holds no Honour, your Adversary will play your own Game upon you.

A CASE to demonstrate the Danger of forcing your Partner.

SUPPOSE *A* and *B* Partners, and that *A* has a Quint-Major in Trumps, with a Quint-Major, and three small Cards of another Suit, and that *A* has the Lead; and let us suppose the Adversaries *C* and *D* to have only five Trumps in either hand: In this Case, *A* having the Lead, wins every Trick.

Suppose, on the contrary, *C* has five small Trumps, with a Quint-Major and three small Cards of another Suit, and that *C* has the Lead, who forces *A* to trump first, by which Means *A* wins only five Tricks.

A CASE to demonstrate the Advantage by a Saw.

SUPPOSE *A* and *B* Partners, and that *A* has a Quart-Major in Clubs, they being Trumps, another Quart-Major in Hearts, another Quart-Major in Diamonds, and the Ace of Spades. And let us suppose the Adversaries *C* and *D* to have the following Cards; viz. *C* has four Trumps, eight Hearts, and one Spade; *D* has five Trumps and eight Diamonds; *C* being to lead, plays an Heart, *D* trumps it; *D* plays a Diamond, *C* trumps it; and thus pursuing the Saw, each Partner trumps a Quart-Major of *A*'s, and *C* being to play at the ninth Trick, plays a Spade, which *D* trumps; thus *C* and

and *D* have won the nine first Tricks, and leave *A* with his Quart-Major in Trumps only.

The foregoing Case shews, that whenever you gain the Advantage of establishing a Saw, it is your Interest to embrace it.

Variety of CASES, intermixed with CALCULATIONS, demonstrating when it is proper, at second Hand, to put up the King, Queen, Knave, or Ten, with one small Card of any Suit, &c.

J. **S**UPPOSE you have four small Trumps, in the three other Suits you have one Trick secure in each of them : and suppose your Partner has no Trump, in that Case the remaining nine Trumps must be divided between your Adversaries ; suppose five in one hand, and four in the other ; as often as you have the Lead, play Trumps : And suppose you should have four Leads, in that Case, you see your Adversaries make only five Tricks out of nine Trumps ; whereas if you had suffered them to make their Trumps single, they might possibly have made nine Tricks.

By this Example, you see the Necessity there is of taking out two Trumps for one upon most Occasions.

Yet there is an exception to the foregoing Rule ; because if you find in the course of Play, that your Adversaries are very strong in any particular Suit, and that your Partner can give you no assistance in that Suit, in such a case you are to examine your own, and also your Adversaries Scores ; because by keeping one Trump in your Hand to trump such Suit, it may be either a Means to save or win a Game.

II. Suppose

II. Suppose you have Ace, Queen, and two small Cards of any Suit; your Right-hand Adversary leads that Suit; in that Case, do not put up your Queen because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if so, you have the Command of that Suit.

An Exception to the foregoing Rule is, in case you want the Lead, then you are to put up your Queen.

III. Never chuse to lead from King, Knave, and one small Card in any Suit, because it is 2 to 1 that your Partner has not the Ace, and also 32 to 25, or about 5 to 4, that he has Ace or Queen; and therefore, as you have only about 5 to 4 in your Favour, and as you must have four Cards in some other Suit, suppose the Ten to be the highest, lead that Suit, because it is an equal Wager that your Partner has a better Card in that Suit than the last Player: And if the Ace of the first-mentioned Suit lies behind you, which is an equal Wager it should so happen, in case your Partner has it not; in this Case, on your Adversaries leading this Suit, you probably make two Tricks in it by this Method of Play.

IV. Suppose in the Course of Play it appears to you that your Partner and you have four or five Trumps remaining, when your Adversaries have none, and that you have no winning Card in your Hand, but that you have Reason to judge that your Partner has a thirteenth Card or some other winning Card in his Hand; in that Case play a small Trump, to put the Lead into his Hand, in order to throw away any losing Card in your Hand, upon such thirteenth or other good Card.

Some

Some DIRECTIONS for putting up at second Hand, King, Queen, Knave, or Ten of any Suit, &c.

I. **S**UPPOSE you have the King, and one small Card, of any Suit, and that your Right-hand Adversary plays that Suit; if he is a good Player, do not put up the King, unless you want the Lead, because a good Player seldom leads from a Suit of which he has the Ace, but keeps it in his Hand (after the Trumps are played out) to bring in his strong Suit.

II. Suppose you have a Queen, and one small Card, of any Suit, and that your Right-hand Adversary leads that Suit; do not put on your Queen, because, suppose the Adversary has led from the Ace and Knave, in that Case, upon the Return of that Suit, your Adversary finesses the Knave, which is generally good Play, especially if his Partner has played the King, you thereby make your Queen: but by putting on the Queen, it shews your Adversary that you have no Strength in that Suit, and consequently puts him upon finessing upon your Partner throughout that whole Suit.

III. In the former Examples you have been informed, when it is thought proper to put up the King or Queen at second Hand; you are likewise to observe, in case you should have the Knave or Ten of any Suit, with a small Card of the same Suit, it is generally bad Play to put up either of them at second Hand, because it is five to two that the third Hand has either Ace, King, or Queen of the Suit led; it therefore follows, that as the Odds against you are five to two, and though you should succeed sometimes by this Method of Play, yet in the main you must be a Loser; because it demonstrates to your
Adversaries

Adversaries that you are weak in that Suit, and consequently they finesse upon your Partner throughout that whole Suit.

IV. Suppose you have Ace, King, and three small Cards of a Suit, your Right-hand Adversary leads that Suit; upon which you play your Ace, and your Partner plays the Knave. In case you are strong in Trumps, you are to return a small one in that Suit, in order to let your Partner trump it: And this Consequence attends such Play, viz. you keep the Command of that Suit in your own Hand, and at the same Time it gives your Partner an Intimation that you are strong in Trumps: and therefore he may play his Game accordingly, either in attempting to establish a Saw, or by trumping out to you, if he has either Strength in Trumps, or the Command of the other Suits.

V. Suppose *A* and *B*'s Game is scored 6, the Adversaries *C* and *D* is scored 7, and that 9 Cards are played out, of which *A* and *B* have won 7 Tricks, and suppose no Honours are reckoned in that Deal; in this Case *A* and *B* have won the odd Trick, which puts their Game upon an Equality; and suppose *A* to have the Lead, and that *A* has two of the smallest Trumps remaining, with two winning Cards of other Suits; and suppose *C* and *D* have the two best Trumps between them, with two other winning Cards in their Hands; *Quere*, How are you to play this Game? It is 11 to 3 that *C* has not the two Trumps; and likewise 11 to 3 that *D* has them not: The Odds being so much in *A*'s Favour to win the whole Stake, it is his Interest to play a Trump; for suppose the Stake to be 70*l.* depending, *A* wins the whole Stake, if he succeeds by this Method of Play; but should he play
the

he close Game, by forcing *C* or *D* to trump first, he having won the odd Trick already, and being sure of winning two more in his own Hand; by this Method his Game will be scored 9 to 7, which is about 3 to 2, and, therefore, *A*'s Share of the 70*l.* will amount only to 42*l.* and, by this Method, *A* only secures 7*l.* Profit; but in the other Case, upon Supposition that *A* and *B* have 11 to 3 of the Stake depending, as aforesaid, by playing his Trump, he is entitled to 55*l.* out of the 70*l.* depending.

The foregoing Case being duly attended to, may be applied to the like Purpose in other Parts of the Game.

DIRECTIONS *how to play when an Ace, King, or Queen, are turned up on your Right-hand.*

I. **S**UPPOSE the Ace is turned up on your Right-hand, and that you have the Ten and Nine of Trumps only, with Ace, King and Queen of another Suit, and eight Cards of no Value, *Quere*, How must this Game be played? Begin with the Ace of the Suit of which you have the Ace, King and Queen, which is an information to your Partner that you have the Command of that Suit; then play your Ten of Trumps, because it is 5 to 2 that your Partner has King, Queen, or Knave of Trumps; and though it is about 7 to 2 that your Partner has not two Honours, yet, should he chance to have them, and they prove to be the King and Knave, in that Case, as your Partner will pass your ten of Trumps, and as it is 13 to 12 against the last Player for holding the Queen of Trumps, upon Supposition your Partner has it not, in that Case, when your Partner has the Lead, he plays to your strong Suit, and upon your having

to

the Lead, you are to play the Nine of Trumps, which puts it in your Partner's Power to be almost certain of winning the Queen if he lies behind it.

The foregoing Case shews, that turning up of an Ace against you, may be made less beneficial to your Adversaries, provided you play by this Rule.

II. If the King or Queen are turned up on your Right-hand, the like Method of Play may be made use of; but you are always to distinguish the Difference of your Partner's Capacity, because a good Player will make a proper Use of such Play, but a bad one seldom, if ever.

III. Suppose the Adversary on your Right-hand leads the King of Trumps, and that you should have the Ace and four small Trumps with a good Suit; in this Case it is your Interest to pass the King; and though he should have King, Queen, and Knave of Trumps, with one more, if he is a moderate Player, he will play the small one, imagining that his Partner has the Ace; when he plays the small one, you are to pass it, because it is an equal Wager that your Partner has a better Trump than the last Player; if so, and that he happens to be a tolerable Player, he will judge you have a good Reason for this Method of Play, and consequently, if he has a third Trump remaining, he will play it; if not, he will play his best Suit.

IV. *A Critical CASE to win an Old Trick.*

Suppose *A* and *B* Partners against *C* and *D*, and suppose the Game to be Nine all, and suppose all the Trumps are played out, *A* being the last Player, has the Ace and four other small Cards of a Suit in his

C
Hand,

Hand, and one thirteenth Card remaining: *B* has only two small Cards of *A*'s Suit; *C* has Queen and two other small Cards of that Suit; *D* has King, Knave, and one small Card of the same Suit. *A* and *B* have won three Tricks, *C* and *D* have won four Tricks; it therefore follows that *A* is to win four Tricks out of the six Cards in his Hand, in order to win the Game. *C* leads this Suit, and *D* puts up the King; *A* gives him that Trick, *D* returns that Suit; *A* passes it, and *C* puts up his Queen: Thus *C* and *D* have won six Tricks, and *C* imagining the Ace of that Suit to be in his Partner's Hand, returns it; by which means *A* wins the four last Tricks, and consequently the Game.

V. Suppose you should have the King and five small Trumps, and that your Right-hand Adversary plays the Queen; in that Case do not put on your King, because it is an equal Wager that your Partner has the Ace; and suppose your Adversary should have Queen, Knave, Ten, and one small Trump, it is also an equal Wager that the Ace lies single, either in your Adversary's Hand or Partner's; in either of which Cases it is bad Play to put on your King; but if the Queen of Trumps is led, and that you should happen to have the King, with two or three Trumps, it is the best Play to put on the King, because it is good Play to lead from the Queen and one small Trump only; and in that Case should your Partner have the Knave of Trumps, and your Left-hand Adversary hold the Ace, your neglecting to put on the King is the Loss of a Trick.

The

The Ten or Nine being turned up on your Right-hand.

I. **S**UPPOSE the Ten is turned up on your Right hand, and that you should have King, Knave, Nine, and two small Trumps with eight other Cards of no value, and that it is proper for you to lead Trumps, in that Case, begin with the Knave in order to prevent the Ten from making a Trick; and though it is but about five to four that your Partner holds an Honour, yet if that should fail, by finessing your Nine on the Return of Trumps from your Partner, you have the Ten in your Power.

II. The Nine being turned up on your Right-hand, and that you should have Knave, Ten, Eight, and two small Trumps, by leading the Knave it answers the like Purpose of the former Case.

III. You are to make a wide Difference between a Lead of Choice, and a forced Lead of your Partner's; because in the first Case, he is supposed to lead from his best Suit, and finding you deficient in that Suit, and not being strong enough in Trumps, and not daring to force you, he then plays his next best Suit; by which alteration of Play, it is next to a Demonstration that he is weak in Trumps: But should he persevere, by playing off his first Lead, if he is a good Player, you are to judge him strong in Trumps, and it is a Direction for you to play your Game accordingly.

IV. There is nothing more pernicious, at the Game of Whist, than to change Suits often, because in every new Suit you run the Risque of giving your Adversary the Tenace; and therefore, though you lead from a Suit of which you have the Queen,

Ten, and three small ones, and your Partner puts up the Nine only, in that Case, if you should happen to be weak in Trumps, and that you have no tolerable Suit to lead from, it is your best Play to pursue the Lead of that Suit by playing your Queen, which leaves it in your Partner's Option whether he will trump it or not, in case he has no more of that Suit; but in your second Lead, in case you should happen to have the Queen or Knave of any other Suit, with one Card only of the same Suit, it would be better Play to lead from your Queen or Knave of either of these Suits, it being 5 to 2 that your Partner has one Honour at least in either of those Suits.

V. If you have Ace, King, and one small Card of any Suit, with four Trumps; if your Right-hand Adversary leads that Suit, pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if so, you gain a Trick by it; if otherwise, as you have four Trumps, you need not fear to lose by it, because when Trumps are played, you may be supposed to have the long Trump.

A Caution not to part with the Command of your Adversary's great Suit, &c.

I. **I**N case you are weak in Trumps, and that it does not appear that your Partner is very strong in them, be very cautious how you part with the Command of your Adversary's great Suit: For suppose your Adversary plays a Suit of which you have the King, Queen, and one small Card only, the Adversary leads the Ace, and upon playing the

same Suit, you play your Queen which makes it almost certain to your Partner that you have the King; and suppose your Partner refuses to that Suit, do not play the King, because if the Leader of that Suit, or his Partner have the long Trump, you risque the losing of three Tricks to get one.

II. Suppose your Partner has ten Cards remaining in his Hand, and that it appears to you that they consist of Trumps and one Suit only; and suppose you should have King, Ten, and one small Card of his strong Suit, with Queen and two small Trumps; in this Case, you are to judge he has five Cards of each Suit, and therefore you ought to play out the King of his strong Suit; and if you win that Trick, your next Play is to throw out the Queen of Trumps; if that likewise comes home, proceed to play Trumps: This method of Play may be made use of at any Score of the Game, except at 4 and 9.

III. *The TRUMP turned up to be remembered.*

It is so necessary that the Trump turned up should be known and remembered, both by the Dealer and his Partner, that we think it proper to observe that the Dealer should always so place that Card, as to be certain of having Recourse to it: For suppose it to be only a 5, and that the Dealer has two more, viz. the 6 and 9, If his Partner trumps out with Ace and King, he ought to play his 6 and 9; because let us suppose your Partner to have Ace, King and four small Trumps; in this Case, by your Partner's knowing you have the 5 remaining, you may win many Tricks.

IV. Your Right-hand Adversary leads a Suit of which you have the Ten and two small ones; the third Hand puts up the Knave, your Partner wins

it with the King : when your Adversary leads that Suit again, and plays a small one, do you put on your Ten, because it may save your Partner's Ace, upon Supposition that your Right-hand Adversary led from the Queen : you will seldom fail of Success by this Method of Play.

V. Suppose you have the best Trump, and that the Adversary *A* has one Trump only remaining, and that it appears to you that your Adversary *B* has a great Suit ; in this Case, though you permit *A* to make his Trump, yet by keeping the Trump in your Hand, you prevent the Adversary *B* from making his great Suit ; whereas, if you had taken out *A*'s Trump, it had made only one Trick Difference ; but by this Method you probably save three or four Tricks.

VI. *The following CASE happens frequently.*

That you have two Trumps remaining when your Adversaries have only one, and it appears to you that your Partner has one great Suit : in this Case always play a Trump, though you have the worst, because by removing the Trump out of your Adversary's Hand, there can be no Obstruction to your Partner's great Suit.

VII. Suppose you should have three Trumps when no Body else has any, and that you should have only four Cards of any certain Suit remaining ; in this Case play a Trump, which shews your Partner that you have all the Trumps, and also gives you a fair Chance for one of your Adversaries to throw away one Card of the aforesaid Suit ; by which Means, supposing that Suit to have been once led, and one thrown away, makes five, and four remaining in your Hand makes nine, there being only four remaining between
three

three Hands, and your Partner having an equal Chance to hold a better Card in that Suit than the last Player, it therefore follows that you have an equal Chance to make three Tricks in that Suit, which probably could not have been done but by this Method of Play.

VIII. Suppose you have five Trumps, and six small Cards of any Suit, and you are to lead; the best Play is to lead from the Suit of which you have six, because, as you are deficient in two Suits, your Adversaries will probably trump out, which is playing your own Game for you; whereas, had you begun with playing Trumps, they would force you, and consequently destroy your Game.

The Manner of playing SEQUENCES further explained, with many Examples.

I. **I**N Trumps you are to play the highest of your Sequences, unless you should have Ace, King and Queen; in that Case play the lowest, in order to let your Partner into the State of your Game.

II. In Suits which are not Trumps, if you have a Sequence of King, Queen, and Knave, and two small ones; whether you are strong in Trumps or not, it is the best Play to begin with the Knave, because by getting the Ace out of any Hand, you make Room for the whole Suit.

III. And in case you are strong in Trumps, supposing you should have Sequence of Queen, Knave, Ten, and two small Cards of any Suit; in that Case you ought to play the highest of your Sequence, because, if either of the Adversaries should trump that Suit in the second Round, by being strong in Trumps,

you fetch out their Trumps, and consequently make the Remainder of that Suit.

The like Method may be taken, if you should happen to have a Sequence by Knave, Ten, Nine, and two small Cards of any Suit.

IV. If you have a Sequence of a King, Queen, Knave, and one small Card of any Suit, whether you are strong in Trumps or otherwise, play your King, and do the like by any inferior Sequences, if you have only four in Number.

V. But if you should happen to be weak in Trumps you must always begin with the lowest of the Sequence in case you should have five in Number; for, suppose your Partner to have the Ace of that Suit, he then makes it; and where lies the Difference, whether you or your Partner win a Trick? For if you had the Ace and four small Cards of any Suit, and are weak in Trumps, and led from that Suit, if you play well you ought to play the Ace; if you are very strong in Trumps you may play your Game as backward as you please; but if you are weak in Trumps, you must play the reverse.

VI. Let us explain what is meant by being strong or weak in Trumps.

If you have Ace, King, and three small Trumps.

King, Queen, and three small Trumps.

Queen, Knave, and three small Trumps.

Queen, Ten, and three small Trumps.

Knave, Ten, and three small Trumps.

Queen, and four small Trumps.

Knave, and four small Trumps.

In any of the aforesaid Cases, you may be understood to be very strong in Trumps, and therefore you may play by the foregoing Rules, being morally assured of having the command in Trumps.

If

If you have two or three small Trumps only, we understand you to be weak in them.

VII. What strength in Trumps entitles you to force your Partner at any point of the Game?

Ace, and three small Trumps.

King, and three small Trumps.

Queen, and three small Trumps.

Knave, and three small Trumps.

VIII. If, by Accident, either you or the Adversaries have forced your Partner (though you are weak in Trumps) if he has had the Lead, and does not chuse to trump out, force him on as often as the Lead comes into your Hand, unless you have good Suits of your own to play.

IX. If you should happen to have only two or three small Trumps, and that your Right-hand Adversary leads a Suit of which you have none, trump it, which is an Information to your Partner that you are weak in Trumps.

X. Suppose you have Ace, Knave, and one small Trump, and that your Partner trumps to you, suppose from the King and three small Trumps, *Quere* Whether it is the best Play to put on the Ace or Knave? and suppose your Right-hand Adversary has three Trumps, and that your Left-hand Adversary has the like Number; in this Case, by finessing of your Knave, and playing your Ace, if the Queen is on your Right-hand, you win a Trick by it; but if the Queen is on your Left-hand, and you should play the Ace, and then return the Knave, admitting your Left-hand Adversary put on the Queen, which he ought to do, it is above 2 to 1 that one of the Adversaries has the Ten, and consequently you gain no Tricks by playing thus.

C 5

XI. If

XI. If your Partner has led from the Ace of Trumps, and suppose you should have King, Knave, and one small Trump, by putting on your Knave and returning the King, it answers exactly the like Purpose of the former Rule.

In other Suits you may practise the like Method.

XII. If you are strong in Trumps, and that you have King, Queen, and two or three small Cards in any other Suit, you may lead a small one, it being 5 to 4 that your Partner has an Honour in that Suit, but if you are weak in Trumps, you ought to begin with the King.

XIII. If your Right-hand Adversary leads a Suit of which you have King, Queen, and two or three small Cards of the same Suit, you being strong in Trumps, may pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if not, by your Strength of Trumps, you need not fear making that Suit.

XIV. If your Right-hand Adversary leads a Suit of which you have King, Queen, and one small Card, whether in Trumps or not, put on the Queen: Also if you have Queen, Knave, and one small Card, put on the Knave; and if you have Knave, Ten, and one small Card, put on the Ten: by putting up the second best, as aforesaid, your Partner has an Expectation of your having a better Card or Cards in the same Suit: and by Recourse to the Calculations annexed to this Treatise, he may be able to judge what are the Odds for and against him.

XV. If you should have Ace, King, and two small Cards in any Suit, being strong in Trumps; if your Right-hand Adversary leads that Suit, you may pass it, because it is an equal Wager that your Partner

has

has a better Card in that Suit than the third Hand ; if so, you gain a Trick by it, if otherwise you need not fear to make your Ace and King by your strength in Trumps.

XVI. If you should have the Ace, Nine, Eight, and one small Trump, and that your Partner leads the Ten ; in that Case pass it, because, unless the three Honours lie behind you, you are sure of making two Tricks ; do the like, if you should have the King, Nine, Eight, and one small Trump ; or the Queen, Nine, Eight, and one small Trump.

XVII. In order to deceive your Adversaries, if your Right-hand Adversary leads from a Suit of which you have Ace, King, and Queen, or Ace, King, and Knave, put on the Ace : because that encourages the Adversaries to play that Suit again : And though you deceive your Partner by this Method of Play, you also deceive your Adversaries, which is of greater Consequence in this Case ; because if you had put on the lowest of the Tierce-Major, or the Knave in the other Suit, your Right-hand Adversary had made a Discovery that the Strength of that Suit was against him, and consequently would have changed Suits.

XVIII. Suppose you have Ace, Ten, and one small Card, in any Suit ; also the Ace, Nine, and one small Card of any Suit, *Quere*, Which of these Suits ought you to lead from ? *Answer*, From the Suit of which you have the Ace, Nine, and one small Card ; for this Reason, it being an equal Wager that your Partner has a better Card in that Suit than the last Player ; if not, let us then suppose that your Right-hand Adversary leads from the King or Queen of the Suit of which you have the Ace, Ten

and one small Card ; in that Case it is an equal Wager that your Partner has a better Card in that Suit than the third Hand ; if that happens to be the Case, upon the Return of the Suit, you lie Tenace, and consequently stand a fair Chance for three Tricks in that Suit.

XIX. *A CASE to demonstrate the Tenace.*

Let us suppose *A* and *B* to play at Two-handed Whist, and let us suppose *A* to have the Ace, Queen, Ten, Eight, Six, and Four of Clubs, which, in case *B* always leads, are six sure Tricks. Let us suppose he has the same Hand in Spades, which, in case *B* always leads, are six more sure Tricks. We suppose *B* has the Remainder of these two Suits.

Let us suppose *B* to have the same Hand in Hearts and Diamonds, as *A* has in Spades and Clubs, and that *A* has the Remainder of the Hearts and Diamonds which, in case *A* always leads, are twelve sure Tricks also to *B*.

The foregoing Case shews that both Hands are exactly equal ; and therefore let one of them name his Trumps, and lead, he wins thirteen Tricks only,

But if one names the Trumps, and the other leads, he that names the Trumps ought to win fourteen Tricks.

Those who would attain to the playing of WHIST to Perfection, must not be content only with being a Master of the Calculations contained in this Treatise, and also an exact Judge of all the general and particular Cases in the same ; but be a very punctual Observer of such Cards as are thrown away, both by his Partner and Adversaries, and at what Time : Whoever attends closely to these particulars is the most likely to attain his End.

Additional

Additional CASES.

WHEN it appears to you that the Adversaries have three or four Trumps remaining, and that neither you nor your Partner have any, never attempt to force one Hand to trump, and to let the other throw away a losing Card, but rather endeavour to find out a Suit in your Partner's Hand in case you have no Suit in your own; by which Means you prevent them from making their Trumps separate.

II. Suppose *A* and *B* are Partners against *C* and *D*, and suppose nine Cards are played out; and also suppose eight Trumps are played out; and further suppose *A* to have one Trump only, and suppose his Partner *B* to have the Ace and Queen of Trumps, and suppose the Adversaries *C* and *D* to have the King and Knave of Trumps between them. *A* leads his small Trump, *C* plays the Knave of Trumps. *Quere*, Whether *B* is to play his Ace or Queen of Trumps upon the Knave? because *D* having four Cards in his Hand remaining, and *C* only three, consequently it is four to three in *B*'s Favour, that the King is in *D*'s Hand: If we reduce the Number of four Cards in a Hand to three, the Odds then is 3 to 2: and if we reduce the Number of three Cards in a Hand to two, the Odds then is 2 to 1 in Favour of *B*'s winning of a Trick, by putting on his Ace of Trumps. By the like Rule you may play all the other Suits.

III. Let us suppose you have the thirteenth Trump, and also the thirteenth Card of any Suit in your Hand, and one losing Card; and let us suppose

pose you have only three Cards remaining, *Quere*, Which of these Cards are you to play? *Answer*, You are to play the losing Card, because if you play the thirteenth Card first, the Adversaries knowing you to have one Trump remaining, will not pass your losing Card, and therefore you play 2 to 1 against yourself.

IV. Let us suppose that you have the Ace, King, and three small Cards, in any Suit which has never been played: and let us suppose that it appears to you that your Partner has the last Trump remaining, *Quere*, How are you to play these Cards to your greatest Advantage? *Answer*, You are to lead a small Card in that Suit, because, it is an equal Wager that your Partner has a better Card in that Suit than the last Player; if so, and that there are only three Cards in that Suit in any one Hand, it follows that you win five Tricks in that Suit; whereas, if you play the Ace and King in that Suit, it is 2 to 1 that your Partner does not hold the Queen, and consequently by playing the Ace and King, it is 2 to 1 that you win only two Tricks in that Suit. This Method may be taken in case all the Trumps are played out, provided you have good Cards in other Suits to bring in this Suit, and you may observe, that you reduce the Odds of 2 to 1 against you to an equal Chance by this Method of Play, and probably gain three Tricks by it.

V. If you chuse to have Trumps played by the Adversaries, and that your Partner has led a Suit to you of which you have the Ace, Knave, Ten, Nine, and Eight, or the King, Knave, Ten, Nine and Eight, you are to play the Eight of either Suit; which probably leads the Adversary, if he wins that Card, to play Trumps.

VI. Suppose

VI. Suppose you should have a Quart-Major in any Suit with one or two more of the same Suit, and that it is necessary to let your Partner know that you have the Command of that Suit; in that Case throw away the Ace of that Suit upon any Suit of which you have none in your Hand, to clear up his Doubts, because the Odds is in your Favour that neither of the Adversaries have more than three in that Suit: the like Method may be taken if you have a Quart to a King; the Ace being played out, you may throw away the King; also, if you should have a Quart to a Queen, the Ace and King being played out) you may throw away your Queen; all which lets your Partner into the State of your Game; and you may play by the like Rule in all inferior Sequences, having the best of them in your Hand.

VII. There is scarcely any thing more commonly practised amongst moderate Players, in case the King is turned up on the Left-hand, and that they have the Queen and one small Trump only, to play out their Queen, in Hopes their Partner may win the King if it is put on; not considering that it is about 2 to 1 that their Partner has not the Ace; and admitting he has the Ace, they do not consider that they play two Honours against one, and consequently weaken their Game. The Necessity only of playing Trumps should oblige them to play thus.

VIII. *A CASE which frequently happens.*

A and *B* are Partners against *C* and *D*, and all the Trumps are played out except one, which *C* or *D* has; *A* has three or four winning Cards in his Hand of a Suit already played, with an Ace and one small Card of another Suit: *Quere*, Whether it is *A*'s
best

best Play to throw away one of his winning Cards, or the small Card to his Ace-Suit? *Answer*, It is his best Play to throw away one of his winning Cards; because, if his Right-hand Adversary plays to his Ace-Suit, he has it in his Power to pass it, and consequently his Partner *B* has an equal Chance to have a better Card in that Suit than the third Hand; if so, and he has any forcing Card, or one of his Partner's Suit to play to, in order to force out the last Trump, his Ace remaining in his Hand, brings in his winning Cards; whereas, if *A* had thrown away the small Card to his Ace-Suit, and that his Right-hand Adversary had led that Suit, he had been obliged to put on his Ace, and consequently had lost some Tricks by this Method of Play.

IX. Suppose ten Cards have been played out, and suppose it appears very probable that your Left-hand Adversary has three Trumps remaining, *viz.* the best and two small ones; and suppose you have two Trumps only, and that your Partner has no Trump; and suppose your Right-hand Adversary plays a thirteenth or some other winning Card, in that Case pass it, by which Means you gain a Trick, because the Left-hand Adversary must trump it.

X. In order to let your Partner into the State of your Game, let us suppose you to have a Quart-Major in Trumps (or any other four best Trumps) if you are obliged to trump a Card, win it with the Ace of Trumps, and then play the Knave, or win it with the highest of any other four best Trumps, and then play the lowest, which clears up your Game to your Partner; and by such a Discovery, it may be the means of winning many

Tricks:

Tricks: You may practise the like Rule in all other Suits.

XI. If your Partner calls at the Point of Eight before his Time, you are to trump to him, whether you are strong in Trumps or Suits, or not; because, as he calls before he is obliged to do so, it is a Declaration of his being strong in Trumps.

XII. Suppose your Right-hand Adversary turns up the Queen of Clubs; and suppose, when he has the Lead, he plays the Knave of Clubs; and suppose you have the Ace, Ten, and one Club more, or the King, Ten, and one small Card; *Quere*, When he leads his Knave, whether you are to win it or not? *Answer*, You are not to win it, because it is an equal Wager, when he leads his Knave of Clubs, you not having the King, that your Partner has it; also it is an equal wager when he leads his Knave of Clubs, you not having the Ace, that your Partner has it, and consequently you gain a Trick by passing it; which cannot be done, if you either put on your King or Ace of Clubs.

XIII. *A CASE for a Slam*. Let us suppose *A* and *B* Partners against *C* and *D*; and let us suppose *C* to deal; and let us suppose *A* to have the King, Knave, Nine, and Seven of Clubs, they being Trumps; a Quart-Major in Diamonds, a Tierce-Major in Hearts, and the Ace and King of Spades.

Let us suppose *B* to have nine Diamonds, two Spades, and two Hearts.

Also, Let us suppose *D* to have the Ace, Queen, Ten, and Eight of Trumps, with nine Spades.

And let *C* have five Trumps and eight Hearts.

A is to lead a Trump, which *D* is to win, and *D* is to play a Spade, which his Partner *C* is to trump: *C* is to lead a Trump, which his Partner *D* is to win;

win; when *D* is to lead a Spade, which *C* is to trump; and *C* is to play a Trump, which *D* is to win; and *D* having the best Trump, is to play it; which done, *D* having seven Spades in his Hand, wins them, and consequently flams *A* and *B*.

More Additional CASES.

I. IF your Partner leads the King of a Suit, and that you have none of that Suit, pass it, by throwing away a losing Card (unless your Right-hand Adversary has put on the Ace) because, by so doing you make Room for his Suit.

II. Suppose your Partner leads the Queen of a Suit, and your Right-hand Adversary wins it with the Ace, and returns that Suit; in case you have none of it, do not trump it, but throw away a losing Card, which makes Room for your Partner's Suit. An Exception to this Manner of Play is, if you play for an odd Trick, and that you are very weak in Trumps, you may trump it.

III. Suppose you have the Ace, King, and one small Card of a Suit, and that your Left-hand Adversary leads that Suit, and suppose you should have four small Trumps, and no Suit of Consequence to lead from: and suppose your Right-hand Adversary should put up the Nine, or any lower Card; in this Case win it with the Ace, and return the Lead upon the Adversary by playing the small Card of that Suit; who will have Reason to judge that the King lies behind him, and consequently will not put up his Queen if he has it; and therefore you have a fair Probability of winning a Trick by this Method of Play, at the same Time letting your Partner into the State of your Game.

IV. If

IV. If your Partner forces you to trump a Card early in the Deal, you are to suppose him strong in Trumps, except at the Points of 4 or 9; and therefore, if you are strong in Trumps, you may play them.

V. Suppose you call at the Point of 8, and your Partner has no Honour; and suppose you should have the King, Queen, and Ten; the King, Knave, and Ten; or the Queen, Knave, and Ten of Trumps; when Trumps are played, always put on the Ten, which demonstrates to your Partner that you have two Honours remaining, and so he plays his Game accordingly.

VI. Suppose your Right-hand Adversary calls at the Point of 8, and his Partner has no Honour; and suppose you should have the King, Nine, and one small Trump, or the Queen, Nine, and two small Trumps; when Trumps are played by your Partner, put on the Nine, because it is about 2 to 1 that the Ten is not behind you, and so you play your Nine to an Advantage.

VII. If you should happen to lead a Suit of which you have the Ace, King, and two or three more, when you play the Ace, if your Partner plays the Ten or Knave, and suppose you should have one single Card in your Hand in any other Suit, and two or three small Trumps only, in this Case lead the single Card, in order to establish a Saw; and this Consequence attends such Play, *viz.* upon leading that Suit it gives your Partner an equal Chance of having a better Card in it than the last Player; whereas, had he led that Suit to you, which is probable had been his strong Suit, the Adversaries would have made the Discovery of your attempting
to

to establish a Saw, they would trump out, and so prevent your making your small Trumps : By this Method of Play, your Partner will easily judge the Reason for your changing of Suits, and so play his Game accordingly.

VIII. Suppose you have the Ace and Deuce of Trumps, and strong in the three other Suits ; if you are to lead, play your Ace, and next your Deuce of Trumps, in order to put the Lead into your Partner's Hand, to take out 2 Trumps for one ; and suppose the last Player wins that Trick, and that he leads a Suit of which you have the Ace, King, and 2 or 3 more, pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand ; if so, he will then have an Opportunity of taking out two Trumps to one ; when the Lead comes into your Hand, you are to endeavour to force out one of the two Trumps remaining, upon Supposition 11 Trumps are played out, and the Odds is still in your Favour that your Partner has 1 of the 2 Trumps remaining.

IX. Suppose 10 Cards are played out, and that you have the King, Ten, and one small Card of any Suit, which has never been led ; and suppose you have won 6 Tricks, and suppose your Partner leads from that Suit, and that there is neither a Trump or thirteenth Card in any Hand ; in this Case, unless your Right-hand Adversary puts on so high a Card as obliges you to play your King, do not put it on, because upon the return of that Suit, you make your King, and consequently the odd Trick, which makes 2 Difference ; if there happens to be only 9 Cards played out, in the like Circumstance, you are to play by the like Rule. This Method is
always

always to be taken, unless the gaining of 2 Tricks gives you a Chance either to save your Lurch or to win or save the Game.

X. Suppose *A* and *B* Partners against *C* and *D*, and let us suppose *B* has the two last Trumps, also the Queen, Knave, and Nine of another Suit; and let us suppose *A* has neither the Ace, King, or Ten of that Suit, and *A* is to lead that Suit, *Quere*, What Card is *B* to play, to give him the fairest Probability of winning a Trick in that Suit? *Answer*, *B* is to play the Nine of that Suit, because it is only five to four against him that his Left-hand Adversary holds the Ten; and if he plays either the Queen or Knave, it is about three to one the Ace or King is in his Left-hand Adversary's Hands, and consequently he reduces the Odds of three to one against him, to five to four only.

XI. Let us vary the foregoing Case, and put the King, Knave, and Nine of a Suit into *B*'s Hand upon Supposition that *A* has neither Ace, Queen, or Ten; when *A* leads that Suit, it is exactly equal whether *B* plays his King, Knave, or Nine.

XII. Suppose you have Ace, King, and three or four small Cards of a Suit not played, and that it appears to you that your Partner has the last Trump; in this Case, if you are to lead, play a small Card in that Suit, it being an equal Wager that your Partner has a better Card in that Suit than the last Player; if so, the Probability is in your Favour that you make 5 or 6 Tricks in that Suit; but if you should play out Ace and King of that Suit, it is 2 to 1 that your Partner has not the Queen, and consequently it is 2 to 1 that you make only two Tricks in that Suit; by which Method of Play you risque
the

the losing of 3 or 4 Tricks in that Deal to gain one only.

XIII. If your Partner leads a Suit of which he has the Ace, Queen, Knave, and many more, and leads his Ace, and then plays his Queen; in case you have the King, and two small Cards in that Suit, win his Queen with the King; and suppose you are strong in Trumps, by clearing the Board of Trumps, and having a small Card of your Partner's great Suit, you do not obstruct his Suit, and consequently win many Tricks by this Method of Play.

New CASES at WHIST.

How to play for an odd Trick.

SUPPOSE you are elder Hand, and that you have the Ace, King, and three small Trumps, with four small Cards of another Suit, three small Cards of the third Suit, and one small Card of the fourth Suit: *Quere*, How are you to play? *Answer*, You are to lead the single Card, which, if it is won by the last Player, it puts him upon playing Trumps, or to play to your weak Suit; in which Case your Partner and you gain the Tenace.

The like Case for an odd Trick, and that your Partner is to lead.

Let us suppose he plays the Ace of the Suit, of which you have only one, and proceeds to play the King of the same Suit, and that your Right-hand Adversary trumps it with the Queen, Knave, or Ten, do not overtrump him, but throw away a small Card of your weakest Suit; the Consequence of which is obvious, because it leaves your Partner the last Play
er,

er, and so gives him the Tenace in your weak Suits.

The like Case, upon Supposition you want four or five Points, and that you are Elder Hand.

In that Case play a small Trump, and if your Partner has a better Trump than the last Player, and returns the Lead, put on the King of Trumps, and then proceed to play the Suit of which you have four in Number

These Examples being duly attended to, on all Parts of the Game, must be of great Consequence to the Player ; because when he has no good Suit to play, his Partner being the last Player gains the Tenace in his weak Suits.

II. *A* and *B* are Partners against *C* and *D*, 12 Trumps are played out, and 7 Cards only remain, in each Hand, of which *A* has the last Trump, and also the Ace, King, and 4 small Cards of a Suit.

Quere, Whether *A* should play the Ace and King of that Suit, or a small one ?

Answer, *A* ought to play a small Card of that Suit, because it is an equal Wager that his Partner has a better Card in that Suit than the last Player ; and in this Case, if 4 Cards of that Suit should happen to be in either of the Adversaries Hands, by this Method of Play, he will be able to make five Tricks in that Suit ; which if he played off his Ace and King he had made only 2 Tricks in that Suit. If neither of the Adversaries have more than 3 Cards in that Suit, he has an equal Wager to win 6 Tricks in it.

III. Suppose *A* and *B* are Partners against *C* and *D*, and that eight Trumps are played out, and that *A* has

has four of those Trumps remaining, C having the best Trump, and to lead :

Quere, Whether C ought to play his Trump or not?

Answer, C ought not to play his Trump to take out 1 of A's Trumps, because, as he leaves 3 Trump in A's Hands, in case A's Partner has any great Suit to make, by C's keeping the Trump in his Hands, he can prevent him from making that Suit by trumping it.

IV. *A Case of Curiosity.*

Suppose 3 Hands of Cards, containing 3 Cards in each Hand : let A name the Trumps, and let B chuse which Hand he pleases, A having his Choice of either of the other 2 Hands, wins 2 Tricks.

Clubs are to be Trumps.

First Hand, Ace, King, and 6 of Hearts.

Second Hand, Queen and 10 of Hearts, and 10 of Trumps.

Third Hand, 9 of Hearts, and 2 and 3 of Trumps.

The first Hand wins of the second.

The second wins of the third.

And the third wins of the first.

The LAWS of WHIST.

Of Dealing.

I. **I**F a Card is turned up in dealing, it is in the Option of the Adverse Party, to call a new Deal ; but if either of them have been the Cause of turning up such Card, in that Case the Dealer has his Option.

II. If

II. If a Card is faced in the Deal, they must deal again, unless it is the last Card.

III. Every Person ought to see that he has 13 Cards dealt ; therefore, if any one should happen to have only 12, and does not find it out till several Tricks are played, and that the rest of the Players have their right Number, the Deal stands good ; and also the Person who plays with 12 Cards, is to be punished for each Revoke, in case he has made any ; but if any of the rest of the Players should happen to have 14 Cards, in that Case the Deal is lost.

IV. The Dealer ought to leave in View upon the Table his Trump Card, till it is his Turn to play ; and after he has mixed it with his other Cards, Nobody is entitled to demand what Card is turned up, but may ask what is Trumps. This Consequence attends such a Law, that the Dealer cannot name a wrong Card, which otherwise he might have done.

V. None of the Players ought to take up or look at their Cards, while any Person is dealing ; and if the Dealer should happen to miss Deal, in that Case he shall deal again, unless it arises from his Partner's Fault, and if a Card is turned up in dealing, no new Deal shall be called unless the Partner has been the Cause of it.

VI. *A* deals, and instead of turning up the Trump, he puts the Trump Card upon the rest of his Cards, with the face downwards ; he is to lose his Deal.

Of playing out of Turn.

VII. If any Person plays out of his Turn, it is in the Option of either of his Adversaries to call the
D Card

Card played, at any Time in that Deal, provided it does not make him revoke ; or if either of the adverse Parties is to lead, he may desire his Partner to name the Suit he chuses to have him lead ; and when a Suit is then named, his Partner must play it if he has it.

VIII. *A* and *B* are Partners against *C* and *D* ; *A* plays the Ten of a Suit, the Adversary *C* plays the Knave of the same Suit, *B* plays a small Card of the same Suit ; but before *D* plays, his Partner *C* leads a thirteenth or some other Card ; the Penalty shall be in the Option of *A*, or *B*, to oblige *D* to win the Trick if he can.

IX. *A* and *B* are Partners against *C* and *D* ; *A* leads a Club, his Partner *B* plays before the Adversary *C* ; in this Case *D* has a right to play before his Partner *C*, because *B* played out of his Turn.

X. If the Ace, or any other Card of a Suit is led, and it should so happen that the last Player plays out of Turn, whether his Partner has any of the Suit led or not, provided you do not make him revoke, he is neither entitled to trump it, nor to win the Trick.

Of Revoking.

XI. If a Revoke happens to be made, the Adversaries may add 3 to their Scores, or take 3 Tricks from the Revoking Party, or to take down 3 from their Score ; and the revoking Party, provided they are up, notwithstanding the Penalty, must remain at nine : the Revoke takes Place of any other Score of the Game.

XII. If

XII. If any Person revokes, and before the Cards are turned discovers it, the adverse Party may call the highest or lowest Card of the Suit led, or have their Option to call the Card then played, at any Time when it does not cause a Revoke.

XIII. No Revoke to be claimed till the Trick is turned and quitted, or the Party who revoked, or his Partner, have played again.

XIV. If any Person claims a Revoke, the adverse Party are not to mix their Cards, upon Forfeiture of the Revoke.

XV. No Revoke can be claimed after the Cards are cut for a new Deal.

Of calling Honours.

XVI. If any Person calls at any Point of the Game, except 8, either of the adverse Parties may call a new Deal; and they are at Liberty to consult each other, whether they will have a new Deal.

XVII. After the Trump Card is turned up, no Person must remind his Partner to call, on Penalty of losing a Point.

XVIII. If the Trump Card is turned up, no Honours in the preceding Deal can be set up, unless they were before claimed.

XIX. If any Person calls at the Point of 8, and his Partner answers, and both the opposite Parties have thrown down their Cards, and it appears that the other Side had not two by Honours; in this Case they may consult with one another about it, and are at Liberty to stand the Deal or not.

XX. And if any Person answers when he has not an Honour, the adverse Party may consult one another

ther about it, and are at Liberty to stand the Deal or not.

XXI. If any Person calls at 8, after he has played, it shall be in the Option of the Adversaries to call a new Deal.

Of separating and shewing the Cards.

XXII. If any Person separates a Card from the rest, the adverse Party may call it, provided he names it, and proves the Separation ; but in case he calls a wrong Card, he or his Partner are liable for once to have the highest or lowest Card called in any Suit led during the Deal.

XXIII. If any Person throws his Cards upon the Table, with their Faces upwards, upon Supposition that he has lost the Game, the Adversaries have it in their Power to call any of the Cards when they think proper, provided they do not make the Party revoke, and he is not to take up his Cards again.

XXIV. If any Person is sure of winning every Trick in his Hand, he may shew his Cards upon the Table ; but he is then liable to have all his Cards called.

Of omitting to play to a Trick.

XXV. *A* and *B* are Partners against *C* and *D* ; *A* leads a Club, *C* plays the Ace of Clubs, *B* plays a Club, and *D*, Partner to *C*, takes up the Trick without playing any Card ; *A*, and the rest of the Players, play on, till it appears *D* has one Card more than the rest : Penalty to be in the Option of the Adversaries to call a new Deal.

Respecting

Respecting who played any particular Card.

XXVI. Each Person in playing, ought to lay his Card before him ; after he has done so, if either of the adverse Parties mix their Cards with his, his Partner is entitled to demand each Person to lay his Card before him ; but not to enquire who played any particular Card.

A DICTIONARY for WHIST, which resolves almost all the critical Cases that may happen at that GAME ; by Way of Question and Answer.

1. **H**OW to play Trumps to the greatest Advantage ? Peruse the Treatise of Whist, Case 11, Page 6, and all the following Cases under that and the next Head.

2. How to play Sequences when Trumps ?

Answer. You are to begin with the highest of them.

3. How to play Sequences when they are not Trumps ?

Ans. If you have 5 in Number, you are to begin with the lowest ; if 3 or 4 in Number, always play the highest.

4. Why do you prefer playing of Sequences rather than other Suits.

Ans. Because they are the safest Lead, and gain the Tenace in other Suits.

5. When ought you to make Tricks early ?

Ans. When you are weak in Trumps.

6. When ought you not to make Tricks early ?

Ans. When you are strong in Trumps.

7. When do you play from an Ace-Suit ?

Ans. You do so when you have 3 in Number only in any Suit (Trumps excepted.)

D 3

8. When

8. When don't you play from an Ace-Suit?

Ans. You ought not to lead from an Ace-Suit, having four or more in Number in any other Suit, because the Ace is an Assistant to your great Suit, and when Trumps are played out, enables you to make that Suit.

9. When any Card of Consequence is turned up on your Right or Left Hand, how are you to play in that Case? See Case 1, Page 22, and Case 1, Page 27.

10. Why are you always to play your Hand by your own and Adversaries Scores?

Ans. Case 6, Page 5. See References in this Case.

11. How to know when your Partner has no more of the Suit played? Cases 1, 2, 3, Page 14.

12. Reasons for putting on at Second-hand the King, Queen, Knave, Ten, and when not? Cases 1, 2, 3, Page 22.

13. Why are you to play the Queen, Knave or Ten of any Suit, when that Suit is played a second Time, having three in Number only? Case 4, Page 29.

14. When ought you to over-trump your Adversary, and when not?

Ans. When you are weak in Trumps you ought to over-trump him; but if strong in Trumps, you ought to throw away a losing Card.

15. Reasons for not parting with the Command of your Adversary's strong Suit, Case 1, Page 28.

16. If your Adversary on your Right-hand leads a Suit of which you have the Ace, King, and Queen, why are you to put on the Ace, preferable to the Queen?

Ans.

Ans. Because it deceives the Adversary, which, in this Case, is of more Consequence to you than to deceive your Partner.

17. To declare your strong Suit, when proper to be done, and when not?

Ans. When you have only one strong Suit, and you trump out to make that Suit, in that Case you ought to declare it; but if you are strong in all Suit, there is no Necessity of declaring your strongest Suit.

18. The Ace turned up on your Right-hand, and that you have the Ten and Nine only of Trumps, why do you play the Ten? Case 1, Page 24.

19. Why do you play from a King-Suit preferable to a Queen Suit, having the like Number of each?

Ans. Because it is 2 to 1 that the Ace does not lie in your Left-Hand Adversary's Hands, and it is 5 to 4, if you lead from a Queen-Suit, that the Ace or King lies in his Hands, and that you lose your Queen and so play to a Disadvantage.

20. Why do you play from a Queen-Suit preferable to a Knave Suit?

Answered, Case 19.

21. When you have the four best Cards of any Suit, why do you throw away the best?

Ans. To let your Partner into the State of your Game.

22. Your Partner's strong Suit, how are you to make the most of it?

At Pages 15, 16, 17, are six Examples to demonstrate it.

23. The Queen turned up on your Right-hand, you have the Ace, Ten, and one Trump, or the King, Ten, and one Trump; if the Right-hand

Adversary plays the Knave, *Quere*, how are you to play?

Ans. You are to pass it, by which you have an equal Wager of gaining a Trick, and cannot lose by so doing.

24. Four Cards are played out, and Trumps are gone round twice, your Partner not appearing to have any higher Trump than the 8, yet he has three Trumps; when he plays his third Trump, the next Hand puts on the Knave, there being the King only in the Adversary's Hand, you having the Ace and Queen of Trumps:

Quere. Whether are you to play the Ace or Queen?

Ans. You are to play the Ace, because it is 5 to 8 that the last Player has the King; and if you reduce the Cards to 2 in Number, it then is 2 to 1 in your Favour, by playing the Ace, that the King falls: The like Method may be taken in other Suits upon the like Occasions.

EXAMPLE.

Let us suppose that you have only 2 Cards remaining in your Hands of any Suit, *viz.* the Queen and Ten; and let us suppose the Knave and Nine of the same Suit are in your Adversary's Hands, when your Partner leads that Suit, your Right-hand Adversary plays the Nine, and has one Card only remaining:

Quere. Whether you ought to play your Queen or Ten?

Ans. You ought to play your Queen, because it is 2 to 1 that your Left-hand Adversary has the Knave.

Knave. And in all Cases of the like Nature you ought to play by this Rule.

I would know what is the Odds that the Dealer at Whist holds four Trumps or more?

Ans. That he holds four Trumps or more, is 232 to 165, or about a Guinea to 14s. 11d. and almost a Farthing.

An Explanation of the TERMS, or TECHNICAL WORDS in this Treatise.

FINESSING, means the endeavouring to gain an Advantage by Art and Skill, which consists in this: When a Card is led, and you have the best and third best Card of that Suit, you judge it best to put your third best Card upon that Lead; and run the Risque of your Adversary's having the second best of it; that if he has it not, which is 2 to 1 against him, you are then sure of gaining a Trick.

FORCING, means the obliging your Partner or your Adversary to trump a Suit, of which he has none. The Cases mentioned in this Treatise will shew when it is proper to force either of them.

LONG TRUMP, means the having one or more Trumps in your Hand, when all the rest are out.

LOOSE CARD, means a Card in a Hand that is of no Value, and consequently the properest to throw away.

POINTS, Ten of them make a Game; as many as are gained by Tricks or Honours, so many Points are set up to the Score of the Game.

QUART, in general, is a Sequence of any four Cards immediately following one another in the same Suit. *Quart-Major* is therefore a Sequence of Ace, King, Queen, and Knave, in any Suit.

QUINT, in general, is a Sequence of any five Cards immediately following one another in the same Suit. *Quint-Major* is therefore a Sequence of Ace, King, Queen, Knave, and Ten, in any Suit.

REVERSE, means only the playing your Hand in a different Manner; that is to say, if you are strong in Trumps, you play one Way; but if weak in Trumps, you play the *Reverse*, viz. another.

SEE-SAW, is when each Partner trumps a Suit, and they play those Suits to one another to trump.

SCORE, is the Number of Points set up, ten of which make a Game.

SLAM, is when either Party win every Trick.

TENACE, is having the first and third best Cards, and being the last Player, and consequently you catch the Adversary when that Suit is played: As, for instance, in case you have Ace and Queen of any Suit, and that your Adversary leads that Suit, you must win those two Tricks; and so of any other Tenace in inferior Cards.

TERCE, is a Sequence of any three Cards immediately following one another in the same Suit. *Terce Major* is therefore a Sequence of Ace, King, and Queen, in any Suit.

An ARTIFICIAL MEMORY, for those who play at the Game of WHIST.

I. **P**LACE, of every Suit in your Hand, the worst of it to the Left-hand and the best (in Order) to the Right; and the Trumps in the like Order, always to the Left of all the other Suits.

II. If in the Course of Play you find you have the best Card remaining in any Suit, put the same to the Left of your Trumps.

III. And

III. And if you find you have the second best Card of any Suit to remember, place it on the Right of your Trumps.

IV. And if you have the third best Card of any Suit to remember, place a small Card of that Suit between the Trumps and that third best, to the Right of the Trumps.

V. To remember your Partner's first Lead, place a small Card of that Suit led in the midst of your Trumps, and if you have but one Trump, on the Left of it.

VI. When you deal, put the Trump turned up to the Right of all your Trumps, and part with it as late as you can, that your Partner may know you have that Trump left, and so play accordingly.

VII. *To find where or in what Suit your Adversaries revoke.*

Suppose the two Suits on your Right Hand to represent your Adversaries in the Order they sit, as to your Right and Left Hand.

When you suspect either of them to have made a Revoke in any Suit, clap a small Card of that Suit amongst the Cards representing that Adversary, by which means you record not only that there may have been a Revoke, but also which of them made it, and in what Suit.

If the Suit that represents the Adversary that made the Revoke, happens to be the Suit he revoked in, change that Suit for another, and, as above, put a small Card of the Suit revoked in, in the Middle of that exchanged Suit, and if you have not a Card of that Suit, reverse a Card of any Suit you have (except Diamonds) and place it there.

VIII. As you have a Way to remember your Partner's first Lead, you may also record in what Suit either of your Adversaries made their first Lead, by putting the Suit in which they made that Lead, in the place which in your Hand represents that Adversary, at either your Right or Left Hand; and if other Suits were already placed to represent them, then exchange them for the Suits in which each of them makes his first Lead.

The foregoing Method is to be taken when you find it more necessary to record your Adversary's first Lead, than to endeavour to find out a Revoke.

CALCULATIONS, which direct with moral Certainty how to play well any Hand, by shewing the Chances of your Partner's having 1, 2, or 3 certain Cards.

☞ Read with Attention those marked N. B.

For EXAMPLE.

I Would know what is the Chance of his having one certain Card?

<i>Answer.</i>	against him.	for him
That he has it not is, <i>N. B.</i>	2	to 1

II. I would know what is the Chance of his having two certain Cards?

<i>Answer.</i>	against him.	for him.
That he has one of them only, is,	31	to 26
That he has not both of them,	17	2
But that he has one or both, is about	} 25	32
5 to 4, or <i>N. B.</i>		

III. I would also know what are the Chances of his having 3 certain Cards?

That

<i>Answer.</i>	for him.	against him.
That he holds one of them only, is 325 for him to 378 against him, or about	6	7
That he has not 2 of them only, is 156 for him to 547 against him, or about	2	7
That he has not all 3 of them, is 22 for him to 681 against him, or about		31
But that he has 1 or 2 of them, is 481 for him to 222 against him, or about	13	6
And that he has 1, 2, or all 3 of them, is about N. B.	5	2

*An Explanation and Application of the Calculations
necessary to be understood by those who read this
Treatise.*

First CALCULATION.

IT is 2 to 1 that my Partner has not one certain Card.

To apply this Calculation, let us suppose the Right-hand Adversary leads a Suit, of which you have the King and one small Card only; you may observe that it is 2 to 1, by putting on your King, that the Left-hand Adversary cannot win it.

Again, Let us suppose that you have the King and three small Cards of any Suit, likewise the Queen and three small Cards of any Suit, I would know which is the best Suit to lead from? *Answer,* From the King, Because it is 2 to 1 that the Ace does

does not lie behind you; but it is 5 to 4 that the Ace or King of any Suit lies behind you, and consequently, by leading from your Queen Suit, you play to a Disadvantage.

2d CALCULATION. It is 5 to 4, at least, that your Partner has one Card out of any 2 certain Cards; the like Odds is in Favour of your Right-hand and Left-hand Adversaries: Therefore, suppose you have 2 Honours in any Suit, and knowing it is 5 to 4 that your Partner holds one of the other 2 Honours, you do by this knowledge play your Game to a greater Degree of Certainty.

Again, Let us suppose that you have the Queen and 1 small Card in any Suit only, and that your Right-hand Adversary leads that Suit, if you put on your Queen, it is 5 to 4 that your Left-hand Adversary can win it, and therefore you play 5 to 4 to your Disadvantage.

3d CALCULATION. It is 5 to 2 that your Partner has 1 Card out of any 3 certain Cards.

Therefore, suppose you have the Knave and 1 small Card dealt you, and that your Right-hand Adversary leads from that Suit, if you put on the Knave, it is 5 to 2 that your Left-hand Adversary has either Ace, King, or Queen of the Suit led, and therefore you play 5 to 2 against yourself; besides, there is a further Consideration, by making a Discovery to your Right hand Adversary, he finesse upon your Partner throughout that whole Suit.

And, in order to explain the Necessity there is of putting on the lowest of Sequences in all the Suits led, let us suppose that your Adversary led a Suit of which you have the King, Queen, and Knave, or Queen, Knave, and Ten; by putting on your Knave
of

of the Suit of which you have the King, Queen, and Knave, it gives your Partner an Opportunity of calculating the Odds for and against him in that Suit, and also in all inferior Suits of which you have Sequences.

A farther Use to be made of the foregoing Calculation: Let us suppose, that you have the Ace, King, and 2 small Trumps, with a Quint-Major or 5 other winning Cards in your Hand in any Suit, and that you have played Trumps two Rounds, and that each Person followed Trumps; in this Case there are 8 Trumps out, and 2 Trumps remaining in your Hand, which make 10, and 3 Trumps which are divided between the remaining 3 Players, of which 3 Trumps, the Odds is five to 2 in your Favour that your Partner has 1; and therefore, out of 7 Cards in your Hand, you are entitled to win 5 Tricks.

Some COMPUTATIONS for laying Wagers.

With the Deal.				
The Deal	_____	_____	is 21 to 20	
1 Love	_____	_____	11	10
2	_____	_____	5	4
3	_____	_____	3	2
4	_____	_____	7	4
5 is 2 to 1 of the Game, and 1 of the } Lurch	_____	_____	2	1
6	_____	_____	5	2
7	_____	_____	7	2
8	_____	_____	5	1
9 is about	_____	_____	9	2
_____			With	

With the Deal.

2 to 1	_____	_____	is 9 to 8
3 1	_____	_____	9 7
4 1	_____	_____	9 6
5 1	_____	_____	9 5
6 1	_____	_____	9 4
7 1	_____	_____	3 1
8 1	_____	_____	9 2
9 1 is about	_____	_____	4 1

With the Deal.

3 to 2	_____	_____	is 8 to 7
4 2	_____	_____	4 3
5 2	_____	_____	8 5
6 2	_____	_____	2 1
7 2	_____	_____	8 3
8 2	_____	_____	4 1
9 2	_____	_____	7 2

With the Deal.

4 to 3	_____	_____	is 7 to 6
5 3	_____	_____	7 5
6 3	_____	_____	7 4
7 3	_____	_____	7 3
8 3	_____	_____	7 2
9 3 is about	_____	_____	3 1

With the Deal.

5 4	_____	_____	is 6 to 5
6 4	_____	_____	6 4
7 4	_____	_____	2 1
8 4	_____	_____	3 1
9 4 is about	_____	_____	5 2

With

With the Deal.

6 to 5	_____	_____	is 5 to 4
7 5	_____	_____	5 3
8 5	_____	_____	5 2
9 5 is about	_____	_____	2 1
_____			_____

With the Deal.

7 to 6	_____	_____	is 4 to 3
8 6	_____	_____	2 1
9 6 is about	_____	_____	7 4
_____			_____

With the Deal.

8 to 7 is above	_____	3 to 2
9 to 7 is about	_____	12 8
_____		_____

8 to 9 upon the best Computation made at present, is about 3 and a half in the Hundred, in Favour of 8 with the Deal; against the Deal, the Odds are still, though small, in Favour of 8.

CALCULATIONS for the Whole Rubber.

SUPPOSE *A* and *B* are at Play, and that *A* is 1 Game, and 8 Love of the second Game, with the Deal.

Quere. What are the Odds throughout the Whole Rubber?

1 Game Love and 9 Love of the second Game (upon Supposition of 9 Love with the Deal) being nearly 6 to 1;

First Game and 9 Love of the } 13 to 1
second Game is nearly

First

First Game and 8 Love of the second Game is a little more than the former	}	13	to	1, &c.
First Game and 7 Love of the second is nearly	}	10	to	1
Ditto and 6 Love of the second is nearly	}	8	to	1
Ditto and 5 Love of the second is nearly	}	6	to	1
First Game and 4 Love of the second is nearly	}	5	to	1
Ditto and 3 Love of the second is nearly	}	$4\frac{1}{2}$	to	1
Ditto and 2 Love of the second is nearly	}	4	to	1
Ditto and 1 Love of the second is nearly	}	7	to	2

The above Calculations are made with the Deal.

Against the Deal.

SUPPOSE *A* and *B* are at Play, and that *A* is 1 Game, and any Number of Points in the second Deal:

First Game and 9 Love of the second is nearly	}	11	to	1
Ditto and 8 Love of the second Game (is a little more)	}	11	to	1
Ditto and 7 Love of the second Game is	}	9	to	1
Ditto and 6 Love of the second Game is	}	7	to	1
Ditto and 5 Love of the second Game is	}	5	to	1

Ditto

Ditto and 4 Love of the second Game is	}	$4\frac{1}{2}$ to 1
Ditto and 3 Love of the second Game is		
Ditto and 2 Love of the second Game is	}	4 to 1
First Game and 1 Love of the second is nearly		
	}	7 to 2
	}	$6\frac{1}{2}$ to 2

The Use which is to be made of the foregoing Calculations, may be made by dividing the Stake, according to the Tables herewith set down.

Mr. PAYNE's MAXIMS for WHIST.

LEADER.

1. **B**EGIN with the Suit of which you have most in Number. *For when the Trumps are cut, you will probably make several Tricks in it.*
2. If you hold equal Numbers in different Suits, begin with the strongest. *Because it is the least liable to injure your Partner.*
3. Sequences are always eligible Leads. *Because they support your Partner's Hand, without injuring your own.*
4. Lead from a King or Queen, rather than from an Ace. *For since the Adversaries will lead from those Suits which you do not, your Ace will do them most Harm.*
5. Lead from a King rather than from a Queen, and from a Queen rather than a Knave. *For the stronger the Suit, the less is your Partner endangered.*
6. Lead

6. Lead not from Ace Queen, or Ace Knave, till it becomes necessary. *For if that Suit is led by the Adversaries, you have a good Chance of making two Tricks in it.*

7. In all Sequences to a Queen, Knave, or Ten, begin with the highest. *Because it will frequently distress your Left-hand Adversary.*

8. Having Ace, King, and Knave, lead the King. *For if strong in Trumps, you may wait the Return of that Suit, and finesse the Knave.*

9. Having Ace, King, and one small Card, lead the small one. *For by this Lead your Partner has a Chance to make the Knave.*

10. Having Ace, King, and two or three small Cards, play Ace and King if weak in Trumps, but a small Card if strong in them. *For when strong in Trumps you may give your Partner the Chance of making the first Trick.*

11. Having King, Queen, and one small Card, play the small one. *For your Partner has an equal Chance to win the Trick; and you need not fear to make King or Queen.*

12. Having King, Queen, and two or three small Cards, lead a small Card if strong in Trumps, and the King, if weak in them. *For Strength in Trumps entitles you to play a backward Game, and to give your Partner the Chance of winning the first Trick; but if weak in Trumps, it is necessary to secure a Trick in that Suit, by leading the King or Queen.*

13. Having an Ace with four small Cards, and no other good Suit; play a small Card if strong in Trumps, and the Ace if weak. *For Strength in Trumps may enable you to make one or two of the small Cards,*

Cards, although your Partner should not be able to support the Lead.

14. Having King, Knave, and Ten, lead the Ten. *For if your Partner holds the Ace, you have a good Chance of making three Tricks, whether he passes the Ten or not.*

15. Having King, Queen, and Ten, lead the King. *For if it falls upon the Return of that Suit from your Partner, by putting on the Ten you have a Chance of making two Tricks.*

16. Having Queen, Knave, and Nine, lead the Queen. *For upon the Return of that Suit from your Partner, by putting on the Nine you will probably make the Knave.*

SECOND HAND.

1. Having Ace, King, and small ones, play a small Card if strong in Trumps, but the King if weak in them. *For otherwise your Ace or King might be trumped in the latter Case, and no Hazards should be run with few Trumps but in critical Cases.*

2. Having Ace, Queen, and small Cards, play a small one. *For upon the Return of that Suit you will probably make two Tricks.*

3. Having Ace, Knave, and small Cards, play a small one. *For upon the Return of that Suit you will probably make two Tricks.*

4. Having Ace, Ten, or Nine, with small Cards, play a small one. *For by this Method you have a Chance of making two Tricks in the Suit.*

5. Having King, Queen, Ten, and small Cards play the Queen. *For by playing the Ten upon the Return*

turn of the Suit, you will probably make two Tricks in it.

6. Having King, Queen, and small Cards, play a small Card if strong in Trumps, but the Queen if weak in them. *For Strength in Trumps warrants playing a backward Game, and it is always advantageous to keep back your Adversaries Suit.*

7. If you hold a Sequence to your highest Card in the Suit, play the lowest of it. *For by this means your Partner is informed of your Strength in that Suit.*

8. Having Queen, Knave, and small ones, play the Knave. *Because you will in great Probability secure a Trick in that Suit.*

9. Having Queen, Ten, and small ones, play a small one. *For your Partner has an equal Chance to win the Trick.*

10. Having either Ace, King, Queen, or Knave with small Cards, play a small one. *For your Partner has an equal Chance to win the Trick.*

11. Having either Ace, King, Queen, or Knave with one small Card only, play the small one. *For otherwise the Adversary will finesse upon you in that Suit.*

12. If a Queen is led, and you hold the King, put it on. *For if your Partner holds the Ace, you do no Harm; and if the King is taken, the Adversaries have played two Honours to one.*

13. If a Knave is led, and you hold the Queen, put it on. *For at the worst you bring down two Honours for one.*

14. If a King is led, and you hold Ace, Knave, and small ones, play the Ace. *For it cannot do the Adversaries a greater Injury.*

THIRD HAND.

1. Having Ace and King, play the Ace, and return the King. *Because you are not to keep the Command of your Partner's strong Suit.*

2. Having Ace and Queen, play the Ace, and return the Queen. *For although it may prove better in some Cases to put on the Queen, yet in general your Partner is best supported by the Method above.*

3. Having Ace and Knave, play the Ace, and return the Knave. *The Knave is returned in order to strengthen your Partner's Hand.*

4. Having King and Knave, play the King; and if it wins return the Knave. *Because it will strengthen your Partner's Hand.*

5. Always put on the best when your Partner leads a small Card. *Because it best supports your Partner's Hand.*

6. If you hold the Ace and one small Card only, and your Partner leads the King; put on the Ace and return the small one. *For otherwise your Ace will be an Obstruction to his Suit.*

7. If you hold the King and one small Card only, and your Partner leads the Ace; if the Trumps are out it is good play to put on the King. *For by putting on the King, there is no Obstruction to the Suit.*

FOURTH HAND.

1. If a King is led, and you hold Ace, Knave and a small Card, play the small one. *For supposing the Queen to follow, you will probably make both Ace and Knave.*

2. When

2. When the third Hand is weak in his Partner's Lead, you may often return that Suit to great Advantage. *But this Rule must not be applied to Trumps, unless you are very strong indeed.*

CASES in which you should return your Partner's Lead immediately.

1. When you win with the Ace, and can return an Honour. *For then it will greatly strengthen his Hand.*

2. When he leads a Trump. *In which Case return the best remaining in your Hand (unless you hold four originally) an Exception to this arises if the Lead is through an Honour.*

3. When your Partner has trumped out. *For then it is evident he wants to make his great Suit.*

4. When you have no good Card in any other Suit. *For then you are intirely dependant on your Partner.*

CASES in which you should not return your Partner's Lead immediately.

1. If you win with the King, Queen or Knave, and have only small Cards remaining. *For the Return of a small Card will more distress than strengthen your Partner.*

2. If you hold a good Sequence. *For then you may shew a strong Suit, and not injure his Hand.*

3. If you have a strong Suit. *Because leading from a strong Suit is a Direction to your Partner, and cannot injure him.*

4. If you have a good Hand. *For in this Case you have a Right to consult your own Hand, and not your Partner's.*

5. If you hold five Trumps. *For then you are warranted to play Trumps if you think it right.*

OF LEADING TRUMPS.

1. Lead Trumps from a strong Hand, but never from a weak one. *By which means you will secure your good Cards from being trumped.*

2. Trump not out with a bad Hand, although you hold five small Trumps. *For since your Cards are bad, it is only trumping for the Adversaries good ones.*

3. Having Ace, King, Knave, and three small Trumps, play Ace and King. *For the Probability of the Queen's falling is in your Favour.*

4. Having Ace, King, Knave, and one or two small Trumps, play the King; and wait the Return from your Partner to put on the Knave. *This Method is in order to win the Queen, but if you have particular Reasons to wish the Trumps out, play two Rounds of Trumps, and then your strong Suit.*

5. Having Ace, King, and two or three small Trumps, lead a small one. *This Method is with a View to let your Partner win the first Trick; but if you have good Reason for getting out the Trumps, play three Rounds, or play Ace and King, and then proceed with your strong Suit.*

6. If your Adversaries are eight, and you hold no Honour, throw off your best Trump. *For if your Partner has not two Honours you have lost the*
E
Game,

Game, and if he holds two Honours it is most advantageous for you to lead a Trump.

7. Having Ace, Queen, Knave, and small Trumps, play the Knave. *For by this Means only the King can make against you.*

8. Having Ace, Queen, Ten, and one or two small Trumps, lead a small one. *For it will give your Partner a Chance to win the Trick, and keep the Command in your own Hand.*

9. Having King, Queen, Ten, and small Trumps, lead the King. *For if the King is lost, upon the Return of Trumps you may finesse the Ten.*

10. Having King, Knave, Ten, and small ones, lead the Knave. *Because it will prevent the Adversaries from making a small Trump.*

11. Having Queen, Knave, Nine, and small Trumps, lead the Queen. *For if your Partner holds the Ace, you have a good Chance of making the whole Suit.*

12. Having Queen, Knave, and two or three small Trumps, lead the Queen. *For if your Partner holds the Ace, you have a good Chance for making the whole Suit.*

13. Having Knave, Ten, Eight, and small Trumps, lead the Knave. *For on the Return of Trumps, you probably may finesse the Eight to Advantage.*

14. Having Knave, Ten, and three small Trumps, lead the Knave. *Because it will most distress your Adversaries, unless two Honours are held on your Right hand; the Odds against which is about three to one.*

15. Having only small Trumps, begin with the highest. *By this Play you will support your Partner all you can.*

16. Having

16. Having a Sequence, begin with the highest. *By this Means your Partner is best instructed how to play his Hand, and cannot possibly be injured.*

17. If an Honour is turned up on your Left, and the Game much against you, lead a Trump the first Opportunity. *For your Game being desperately bad, this Method is the most likely to retrieve it.*

18. In all other Cases it is dangerous leading through an Honour, unless you are strong in Trumps, or have a good Hand. *Because all the Advantage of trumping through an Honour, lies in the finessing of your Partner.*

19. Supposing hereafter it is proper to lead Trumps. If an Honour is turned up on your Left, and you hold only one Honour with a small Trump, throw off the Honour, and next the small one. *Because it will greatly strengthen your Partner's Hand, and cannot hurt your own.*

20. If an Honour is turned up on the Left, and you hold a Sequence, lead the highest of it. *Because it will prevent the last Hand from injuring your Partner.*

21. If a Queen is turned up on the Left, and you hold Ace, King, and a small one, lead the small Trump. *Because you will have a Chance for getting the Queen.*

22. If a Queen is turned up on your Left, and you hold the Knave with small ones, lead the Knave. *For the Knave can be of no Service since the Queen is on your Left.*

23. If an Honour is turned up by your Partner, and you are strong in Trumps, lead a small one: but if weak in them, lead the best you have. *By this play the weakest Hand will support the strongest.*

24. If an Ace is turned up on the Right, and you hold King, Queen, and Knave, lead the Knave. *For it is a secure Lead.*

25. If an Ace is turned up on the Right, and you hold King, Queen, and Ten, lead the King; and upon the Return of Trumps play the Ten. *For by this Means you shew a great Strength to your Partner, and will probably make two Tricks in them.*

26. If a King is turned up on the Right, and you hold Queen, Knave, and Nine, lead the Knave; and upon the Return of Trumps play the Nine, *Because it may prevent the Ten from making.*

27. If a King is turned up on your Right, and you hold Knave, Ten, and Nine, lead the Nine; and upon the Return of Trumps play the Ten. *Because this Method will best disclose your Strength in Trumps.*

28. If a Queen is turned up on the Right, and you hold Ace, King, and Knave, lead the King; and upon the Return of Trumps play the Knave. *Because you are certain to make the Knave.*

29. If a Queen is turned up on the Right, and you hold Ace, King, and small ones, lead the King; and upon the Return of Trumps you may finesse, unless the Queen falls. *For otherwise the Queen will make a Trick.*

30. If a Knave is turned up on the Right, and you hold King, Queen, and Ten, lead the Queen; and upon the Return of Trumps play the Ten. *For by this Means you will make the Ten.*

31. If a Knave is turned up on the Right, and you hold King, Queen, and small ones, lead the King; and if that comes home, play a small one. *For it is probable your Partner holds the Ace.*

32. If a Knave is turned up on the Right, and you hold King, Ten, or Queen, Ten, with two small Cards, lead a small one; and upon the Return of Trumps play the Ten. *For it is five to four that your Partner holds one Honour.*

WHEN YOU TURN UP AN HONOUR.

1. If you turn up an Ace, and hold only one small Trump with it, if either Adversary leads the King, put on the Ace. *For it can do the Adversaries no greater Injury.*

2. If you turn up an Ace, and hold two or three small Trumps with it, and either Adversary leads the King, put on a small one. *For if you play the Ace, you give up the Command in Trumps.*

3. If you turn up a King, and hold only one small Trump with it, and your Right-hand Adversary leads a Trump, play the King. *This Case is really somewhat doubtful, and very good Players think differently.*

4. If you turn up a King, and hold two or three small Trumps with it, if your Right-hand Adversary leads a Trump, play a small one. *It being the best Way of securing your King.*

5. If you turn up a Queen or Knave, and hold only small Trumps with it, if your Right-hand Adversary leads a Trump, put on a small one. *It being the securest Play.*

6. If you hold a Sequence to the Honour turned up, play it last. *By this Means your Partner will be the best acquainted with your Strength in Trumps.*

OF PLAYING FOR THE ODD TRICK.

1. Be cautious of trumping out, notwithstanding you have a good Hand. *For since you want the Odd Trick only, it would be absurd to play a great Game.*

2. Never trump out if your Partner appears likely to trump a Suit. *For it is evidently best to let your Partner make his Trumps.*

3. If you are moderately strong in Trumps, it is right to force your Partner. *For by this Means you probably gain a Trick.*

4. Make your Tricks early, and be cautious of finessing. *That you may not be greatly injured, though you fail of making the Odd Trick.*

5. If you hold a single Card of any Suit, and only two or three small Trumps, lead the single Card. *For it will give you a Chance of making a small Trump.*

GENERAL RULES.

1. Be very cautious how you change Suits, and let no Artifice of the Adversary induce you to it.

2. Keep a commanding Card to bring in your strong Suit when the Trumps are out, if your Hand will admit of such Pretensions.

3. Never keep back your Partner's Suit in Trumps but return them the first Opportunity.

4. If you hold a strong Suit, and but few Trumps, rather force your Adversaries than lead Trumps, unless you are strong in the other Suits likewise.

5. Be sure to make the Odd Trick when it is in your Power.

6. Always consider the Scores, and play your Hand accordingly.

7. In a backward Game, you may often risque one Trick in order to win two: but in a forward Game you are to be more cautious, unless you have a good Probability of getting up.

8. In returning your Partner's Lead, play the best you have, when you hold but three originally.

9. Remember what Cards drop from each Hand, how many of each Suit are out, and what is the best remaining Card in each.

10. Lead not originally from a Suit of which you have Ace and Queen, Ace and Knave, or King and Knave; if you hold another moderate Suit.

11. If neither of your Adversaries will lead from the above Suits, you must do it yourself with a small Card.

12. You are strong in Trumps with five small ones, or three small ones and one Honour.

13. Do not trump a Card when you are strong in Trumps, and the more especially if you hold a strong Suit.

14. If you hold only a few small Trumps, make them if you can.

15. If your Partner refuses to trump a Suit of which he knows you have not the best, lead him your best Trump the first Opportunity.

16. If your Partner has trumped a Suit, and refuses to play Trumps, lead him that Suit again.

17. Never force your Partner but when you are strong in Trumps, unless you have a Renounce yourself, or want only the Odd Trick.

18. If the Adversaries trump out, and your Partner has a Renounce, give him that Suit when you get the Lead, if you think he has a small Trump left.

19. Lead not from an Ace Suit originally, if you hold four in Number of another Suit.

20. When Trumps are either returned by your Partner, or led by the Adversaries, you may finesse deeply in them; keeping the Command all you can in your own Hand.

21. If you lead the King of any Suit, and make it, you must not thence conclude that your Partner holds the Ace.

22. It is sometimes proper to lead a thirteenth Card, in order to force the Adversary, and make your Partner last Player.

23. If weak in Trumps, make your Tricks soon; but when strong in them, you may play a more backward Game.

24. Keep a small Card of your Partner's first Lead, if possible, in order to return it when the Trumps are out.

25. Never force your Adversary with your best Card of a Suit unless you have the second best also.

26. In your Partner's Lead, endeavour to keep the Command in his Hand, rather than in your own.

27. If you have a Saw, 'tis generally better to pursue it than to trump out; although you should be strong in Trumps with a good Suit.

28. Keep the Trump you turn up, as long as you properly can.

29. When you hold all the remaining Trumps, play one of them to inform your Partner; and then put the Lead into his Hand.

30. It is better to lead from Ace and Nine, than from Ace and Ten.

31. It is better to lead Trumps through an Ace or King, than through a Queen or Knave.

32. If you are reduced to the last Trump, some winning Cards, and one losing Card only, lead the losing Card.

33. If only your Partner has Trumps remaining, and he leads a Suit of which you hold none; if you have a good Quart (or Sequence of four) throw away the highest of it.

34. If you have an Ace with one small Card of any Suit, and several winning Cards in other Suits; rather throw away some winning Card than that small one.

35. If you hold only one Honour with a small Trump, and wish the Trumps out, lead the Honour first.

36. If Trumps have been led thrice, and there be two remaining in the Adversaries Hands, endeavour to force them out.

37. Never play the best Card of your Adversaries Lead at second Hand, unless your Partner has none of that Suit.

38. If you have four Trumps and the Command of a Suit whereof your Partner has none, lead a small Card in order that he may trump it.

39. If you hold five Trumps with a good Hand, play Trumps, and clear your Adversaries Hands of them.

40. If you hold the Ace and three small Trumps when the Adversaries lead them, and have no particular Reason for stopping the Suit, let them quietly make King and Queen, and on the third Round play the Ace.

E 5

41. Supposing

41. Supposing yourself Leader with three small Trumps, one strong Suit, one moderate Suit, and a single Card, begin with the strong Suit, and next lead the single Card.

42. Be careful how you sort your Cards, lest a sharp and curious Eye should discover the Number of your Trumps.

MR. HOYLE'S GAME OF QUADRILLE.

THE GAME of QUADRILLE is played by four Persons, with forty Cards; the four Tens, Nines, and Eights, are to be discarded from the Pack; the Deal is made by distributing the Cards to each Player, three at a Time for two Rounds, and once four at a Time, beginning with the Right-hand Player, who is the elder Hand.

Some SHORT RULES for LEARNERS.

I. *When you are the Ombre*, and your Friend leads from a Mat, play your best Trump, and then lead the next best the first Opportunity.

II. If you possess all the Trumps, keep leading them, except you have other certain winning Cards.

III. If

III. If all the Mats are not revealed by the Time you have won six Tricks, do not run a Risk in playing for the Vole.

IV. *When you are the Friend called*, and hold only a Mat, lead it, but if only a Mat guarded by a small Trump, lead the small one; though when the Ombre is last Player, lead the best Trump you have.

V. Punto in Red, or King of Trumps in Black, are good Cards to lead when your best, and should either of them succeed, then play a small Trump.

VI. When the Ombre leads to discover the Friend, if you hold King, Queen, and Knave, put on the Knave.

VII. Preserve the called Suit, whether Friend or Foe.

VIII. *When playing against a lone Hand*, never lead a King, unless you have the Queen, nor change the Suit, nor permit, if possible to avoid it, the Ombre to be last Player.

Because a Learner may be at a Loss to know the Rank and Order of the Cards, when Trumps, or not, the two following Tables shew them.

The Rank and Order of the Cards when not Trumps.

Clubs and Spades.

King,
Queen,
Knave,
Seven,
Six,
Five,

Hearts and Diamonds.

King,
Queen,
Knave,
Ace,
Deuce,
Three,

E 6

Four

Clubs and Spades.

Four,
Three,
Deuce.

In all 9.

Hearts and Diamonds.

Four,
Five
Six,
Seven.

In all 10.

The Rank and Order of the Cards when Trumps.

Clubs and Spades.

Spadille, *the Ace of Spades*
Manille, *the Deuce of*
Spades, or of Clubs.
Basto, *the Ace of Clubs.*

King,
Queen,
Knave,
Seven,
Six,
Five,
Four,
Three.

In all 11.

Hearts and Diamonds.

Spadille, *the Ace of Spades*
Manille, *the Seven of*
Hearts, or of Diamonds.
Basto, *the Ace of Clubs.*
Punto, *the Ace of Hearts,*
or of Diamonds.

King,
Queen,
Knave,
Deuce,
Three,
Four,
Five,
Six.

In all 12.

You may observe by the foregoing Tables, that Spadille and Basto are always Trumps; therefore the Red Suits have one Trump more than the Black.

There are three Matadores, viz. Spadille, Manille, and Basto.

If

If an ordinary Trump is led, you are not obliged to play a Matadore upon it; but if Spadille is led, and you should hold Manille or Basto unguarded, you must play it: Also if Manille is led, and you should have Basto unguarded, it must be played.

The last Table also shews the Order or Rank of the false Matadores, so called, if we begin at Basto, and so proceed by Sequences to any Number.

I. **T**HE first Thing to be done, after you have seen your Cards, is, to ask Leave to pass, or play *sans prendre*; and if you name a wrong Trump, you must abide by it.

II. If all the Players pass, he who has Spadille is obliged to play; but if he does not make three Tricks, he is not basted.

III. The Player ought to have a fair Probability of winning three Tricks when he calls a King, to prevent his being basted.

IV. Therefore we will set down such Games only, as give a fair Chance to win the Game by calling a King, with Directions at the End of each Case what Trump you are to lead.

Calculations necessary to be understood by those who have made some Progress in the Game.

I. I would know what is the Odds that my Partner holds one Card out of any two certain Cards?

Answer. That he holds one Card out of any two certain Cards, is about 5 to 4 in his Favour.

II. I

II. I would also know what is the Odds that my Partner holds one Card out of any three certain Cards?

Answer. That he holds one Card out of any three certain Cards, is about 5 to 2 in his Favour.

An Explanation and Application of the foregoing Calculations.

I. That your Partner holds one Card out of any two certain Cards.

Suppose you should hold one Matadore, it is by this Calculation evident, that it is 5 to 4 in your Favour that your Partner holds one of the other two, and consequently you may play your Game accordingly.

Again, Suppose you call a King, and having a Knave and one small Card of a Suit in your Hand, by the foregoing Calculation, it is plain that you have 5 to 4 in your Favour, that your Partner holds either the King or Queen of that Suit; and consequently you have the Odds in your Favour to win a Trick in that Suit.

II. That your Partner holds one Card out of any three certain Cards.

Suppose you have no Matadore, but with the Assistance of one of them you have great Odds of winning the Game; you may observe, by the foregoing Calculation, that it is about 5 to 2 that your Partner holds one of them, you having none.

This Calculation may be applied to many other Cases; very useful to the Player.

Game:

Games in Red, which may be played, calling a King.

I. Spadille, Manille, two small Hearts or Diamonds, the Queen of Clubs, and one small one, and four small Cards of the other Suits. Lead a small Trump.

II. Spadille, Manille, two small Hearts or Diamonds, with the Knave and two small Clubs, and three small Cards of the other Suits. Lead a small Trump.

III. Spadille, Manille, two small Hearts or Diamonds, three small Clubs, and three small Cards of the other Suits. Lead a small Trump.

IV. Spadille, Punto, King, Queen, and one small Heart or Diamond, three small Clubs, the Queen, and one Spade. Lead Punto.

V. Spadille, Punto, King, Knave, and one small Heart or Diamond, the Knave and two small Clubs, and two small Spades. Lead Punto.

VI. Spadille, King, Queen, Knave, and one small Heart or Diamond, with the Queen, Knave, and one small Club, and two small Spades. Lead the King of Trumps.

VII. Spadille, Three, Four, Five, and Six of Hearts or Diamonds, King of Clubs and one more, Queen and two small Spades; whether elder or any other Hand, when you have the Lead play a small Trump; in the second Lead play Spadille.

VIII. Manille, Basto, Punto, and two small Hearts or Diamonds, three small Clubs, and the Knave and one Spade. Lead Manille.

IX. N. B. Manille, Basto, King, and two small Hearts or Diamonds. Queen and one small Club, and three small Spades. Lead Manille.

X. N. B.

X. *N. B.* Manille, Basto, Queen, and two small Hearts or Diamonds, Queen and two small Clubs, Knave and one Spade. Lead Manille.

XI. Manille, Basto, with the three smallest Hearts or Diamonds, Queen and one small Club, Knave, and two small Spades. Play a small Trump.

XII. *N. B.* Manille, Punto, King, and two small Hearts or Diamonds, Queen, Knave, and one small Club, King, and one small Spade. Lead Manille.

XIII. Manille, Punto, Queen, and two small Hearts or Diamonds, Queen and one small Club, King and two small Spades. Play a small Trump.

XIV. Manille, Punto, and three small Hearts or Diamonds, Knave and one small Club, King, Queen, and one small Spade. Play a small Trump.

XV. Manille, and the four smallest Hearts or Diamonds, Queen and one small Club, King, Queen, and one small Spade. Play a small Trump.

XVI. *N. B.* Basto, Punto, King, and two small Hearts or Diamonds, King and Queen of Clubs, Queen and two small Spades. Lead Basto.

XVII. *N. B.* Basto, Punto, Queen, and two small Hearts or Diamonds, Queen, Knave, and one small Club, King and Queen of Spades. Lead Basto.

XVIII. *N. B.* Basto, Punto, and three of the smallest Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Play a small Trump.

XIX. Basto, and the four smallest Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Play a small Trump.

XX. *N. B.*

XX. *N. B.* Punto, King, Queen, and two small Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Lead Punto.

XXI. Punto, King, and three small Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Play a small Trump.

Games in Black, which may be played, calling a King:

I. SPADILLE, Manille, and two small Clubs or Spades, the Knave and two small Hearts, and three small Diamonds. Lead a small Trump.

II. *N. B.* Spadille, Manille, and two small Clubs or Spades, Queen and two small Hearts, and three small Diamonds. Lead a small Trump.

III. Spadille, Manille, and two small Clubs or Spades, three small Hearts, three small Diamonds. Lead a small Trump.

IV. *N. B.* Spadille, King, Queen, and two small Clubs or Spades, with the Queen and one small Heart, three small Diamonds. Lead the King of Trumps.

V. Spadille, King, Knave, and two small Clubs, Queen and two Diamonds, two small Hearts. Play a small Trump.

VI. Spadille, Queen, and three small Clubs or Spades, Queen and two small Hearts, two small Diamonds. Play a small Trump.

VII. Spadille, and the four smallest Clubs or Spades, King and one small Heart, Queen and two small Diamonds. Play a small Trump.

VIII. Manille, Basto, King, and two small Clubs

Clubs or Spades, three small Hearts, and two small Diamonds. Lead Manille.

IX. Manille, Basto, Queen, and two small Clubs or Spades, three small Hearts, Queen and one small Diamond. Lead Manille.

X. Manille, Basto, Knave, and two small Clubs or Spades, Knave and one Heart, three small Diamonds. Lead Manille.

XI. Manille, Basto, and three small Clubs or Spades, Queen and two small Hearts, Knave and one small Diamond. Lead Manille.

XII. *N. B.* Manille, King, Queen, and two small Clubs or Spades, King and one small Heart, Queen, Knave, and one small Diamond. Lead Manille.

XIII. *N. B.* Manille, King, Knave, and two small Clubs or Spades, King and one small Heart, Queen and two small Diamonds. Lead Manille.

XIV. Manille, King, and three small Clubs or Spades, Queen and two small Hearts, King and one small Diamond. Play a small Trump.

XV. Manille, and the four smallest Clubs or Spades, King, Queen, and one small Heart, two small Diamonds. Play a small Trump.

XVI. *N. B.* Basto, King, Queen, and two small Clubs or Spades, Queen and two small Hearts, King and one small Diamond. Lead Basto.

XVII. *N. B.* Basto, King, Knave, and two small Clubs or Spades, Knave and one Heart, King and two small Diamonds. Lead Basto.

XVIII. *N. B.* Basto, King, and three small Clubs or Spades, King and Queen of Hearts, Queen and two small Diamonds. Play a small Trump.

XIX.

XIX. Basto, and four of the smallest Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one small Diamond. Play a small Trump.

XX. N. B. King, Queen, Knave, and two small Clubs or Spades, King and Queen of Hearts, Knave and two small Diamonds. Lead the King of Trumps.

XXI. King, Queen, Seven, Six, and Five of Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one small Diamond. Lead the King of Trumps.

You are to observe that those Cases, both in the red and black Games, which are marked thus (N. B.) are very good Games to play, and you have the Odds of your Side to win those which are not marked.

N. B. You are to call to your strongest Suits, except you have a Queen guarded. And if you are elder Hand, you have a fairer Chance to win the Game than if middle Hand, because you have an Opportunity of leading a Trump, which frequently makes your Adversaries play against each other.

CASES calculated, shewing the Players the Odds of winning the following Games of QUADRILLE, sans prendre; and also such Games as ought not to be played sans prendre.

Games in Black, Elder Hand.

THREE Matadores in Clubs, King and Six of Diamonds, King and Six of Hearts, King, Five, and Six of Spades. Play Trumps to all

all the Elder-hand Games. The above Game wins 27 to 4.

II. Three Matadores and the Three of Clubs, King and Six of Diamonds, King and Six of Hearts, and two small Spades. The above Game wins 215 to 162, or about 4 to 3.

III. Three Matadores, Three and Four of Clubs, King and Six of Diamonds, three small Hearts. Wins 291 to 86, or above 10 to 3.

IV. Three Matadores, with Three, Four, and Five of Clubs, two small Diamonds, and two small Hearts. Wins near 10 to 1.

V. Spadille, Manille, King, Knave, Three, and Four of Clubs, two small Diamonds, two small Hearts. Wins 4895 to 3022, or about 8 to 5.

VI. Spadille, Manille, King, Three, Four, and Five of Clubs, two small Diamonds, two small Hearts. Wins about 8 to 5.

VII. Spadille, Manille, King, Three, and Four of Clubs, King and Six of Diamonds, and three small Hearts. Loses 1514 to 1125, or about 4 to 3.

VIII. Spadille, Manille, Three, Four, Five, and Six of Clubs, two small Diamonds, and two small Hearts. Loses 1514 to 1125, or about 4 to 3.

IX. Spadille, Manille, Three, Four, and Five of Clubs, King and one small Diamond, and three small Hearts. Loses 2234 to 405, or about 11 to 2.

X. Three false Matadores, and Three of Clubs, King and Six of Diamonds, King and Six of Hearts, King and Six of Spades. Wins 215 to 162, or about 4 to 3.

XI. Three false Matadores, Three and Four of Clubs, King and Six of Diamonds, King, Six and
Five

Five of Hearts. Wins 291 to 86, or above 10 to 3.

XII. Three false Matadores, Three, Four, and Five of Clubs, King and Six of Diamonds, two small Hearts. Wins 1025 to 106, or near 10 to 1.

XIII. Manille, Basto, Queen, Three, Four, and Five of Clubs, King and one small Diamond, two small Hearts. Wins 4895 to 3022, or above 8 to 5.

XIV. Manille, Basto, Knave, Three, Four, and Five of Clubs, King and one small Diamond, two small Hearts. Loses 4162 to 3755, or almost 10 to 9.

XV. Spadille, Three, Four, Five, and Six of Clubs, King and one small Diamond, King of Spades, King and one small Heart. He must lead a small Trump, and his Chance then for winning is 1749 to 890, or near 2 to 1 for winning.

XVI. Spadille, Three, Four, Five, Six and Seven of Clubs, King and one Diamond, King of Spades, and King of Hearts. Wins about 275 to 2.

Games in Red, Elder Hand.

I. **T**HREE Matadores in Hearts, King and one Diamond, King and one Spade, King and two Clubs. Wins 24 to 11, or about 2 to 1.

II. Three Matadores and Three of Hearts, King and one small Diamond, King and Queen of Clubs, and two small Spades. Wins 7010 to 1661, above 4 to 1; besides the Chance that his Kings and Queens pass, though he should not fetch out all the Trumps.

III. Three Matadores and Three and Four of Hearts, King and one small Club and three Diamonds. Wins almost 4 to 3.

IV. Three

IV. Three Matadores, Three, Four, and Five of Hearts, two small Diamonds, two small Clubs. Wins 291 to 86, or above 10 to 3.

V. Spadille, Manille, Punto, Queen, Three, and Four of Hearts, two small Diamonds, and two small Clubs. Loses 1706 to 1339, or above 5 to 4.

VI. Spadille, Manille, Punto, Three, Four, and Five of Hearts, two small Diamonds, two small Clubs. Loses 1514 to 1125, or above 4 to 3.

VII. Spadille, Manille, King, Three, Four, and Five of Hearts, two small Diamonds, two small Clubs. Loses 278 to 99, or about 14 to 5.

VIII. Spadille, Manille, Three, Four, Five, and Six of Hearts, two small Diamonds, two small Clubs. Loses above 3 to 1.

IX. Spadille, Manille, Three, Four, Five, and Six of Hearts, King and one Club, two small Diamonds. Wins 1845 to 794, or above 9 to 4.

X. Spadille, Manille, Two, Three, Four, Five, Six of Hearts, two small Diamonds, one small Club. Wins above 9 to 1, nearer 10 to 1.

XI. Four Matadores in Hearts, King and two small Clubs, King and two small Spades. Wins about 16 to 1. That he fetches out the Trump is 7206 to 1465, near 5 to 1; besides the Chance for his King's passing, though the Trump should not fall.

XII. Three false Matadores and Three of Hearts, King and one small Club, King and one Diamond, King and one small Spade. Loses 5791 to 2880, or above 2 to 1.

XIII. Three false Matadores, Three and Four of Hearts, King and one Club, King and two Spades. Wins 215 to 162, or about 4 to 3.

XIV. Three

XIV. Three false Matadores, Three, Four, and Five of Hearts, King and one small Club, two small Spades. Wins 291 to 86, or above 10 to 3.

XV. Three false Matadores, with the Knave, the Three, Four, and Five of Hearts, one small Diamond, two small Spades. Wins 1025 to 106, near 10 to 1, but you are to suppose the Lead is to come into your Hand a second Time, without trumping with a Matadore.

XVI. Three false Matadores, with the Queen, the Three, Four, and Five of Hearts, one small Diamond, two small Clubs. (As the former) wins near 10 to 1.

XVII. Manille, Basto, King, Three, Four, and Five of Hearts, King and one Diamond, two small Clubs. Loses 1514 to 1125, or about 4 to 3.

XVIII. Manille, Basto, Queen, Three, Four, and Five of Hearts, King and one Club, two small Spades. Loses 278 to 99, or near 3 to 1.

XIX. Manille, Basto, Three, Four, Five, and Six of Hearts, King and one Diamond, two small Clubs. Loses 2639 to 405, or about 6 to 1.

XX. Spadille, Two, Three, Four, Five, and Six of Hearts, King and one Diamond, King of Spades, and the King of Clubs. That he fetches out three Trumps by playing Spadille, is above 4 to 1, and consequently above 4 to 1 for winning.

XXI. Spadille, Three, Four, Five, and Six of Hearts, King and one Diamond, King and one Spade, and the King of Clubs.

That

That three sure Tricks in Trumps lie against the Player is 1384 to 1255, and consequently the Odds is against his winning the Game.

If he plays the Game, he must begin with leading a small Trump; for if he plays Spadille, he has no Chance at all.

At his second Lead he ought to play Spadille, having the fairest Probability of winning the Game by that Method of Play.

In all the Games of false Matadores, we have supposed the Player is not over-ruffed before it comes again into his Hand.

N. B. If you should have a *sans prendre* Game, and it should be 5 to 4 for winning it, you are to consider that the calling a King makes it a sure Game won, besides the Chance of winning a *Vole*: and therefore, upon a strict Calculation, it is found to be more adviseable to call a King in such a Case.

N. B. A good Player may play a weaker Game either elder or younger Hand, than middle Hand.

The LAWS of the GAME of QUADRILLE.

I. **T**HE Cards are to be dealt by Fours and Threes, and no otherwise; and the Dealer is at Liberty to begin by Four or Three; if in dealing there should come one or more faced Cards, there must be a new Deal.

II. If there are too many or too few Cards in the Pack, there must be a new Deal.

III. He who deals wrong, deals again, and is not basted.

IV. He

IV. He who has asked Leave is obliged to play.

V. No one should play out of his Turn; but he is not basted for so doing.

VI. The three Matadores cannot be forced by an inferior Trump.

VII. The superior Matadore forces the inferior, when it is played by the first Player.

VIII. Whoever names any Suit for Trumps, he must abide by it, though it should happen to be his worst Suit.

IX. If a Card happens to be faced in dealing, you must deal again, except it is the last Card.

X. If you play with eleven Cards, you are basted.

XI. If you play *sans prendre*, or have Matadores, you are to demand them before the next Dealer has finished his Deal, otherwise you lose the Benefit of them.

XII. If any Person names his Trump without asking Leave, he is obliged to play *sans prendre*, unless he is the younger Hand, and all the rest have passed.

XIII. If any Person plays out of his Turn, that Card played may be called at any Time in that Deal, provided he does not revoke; or the Adversaries may demand the Partner of him who played out of his Turn, or his own Partner, to play any Suit he thinks fit.

XIV. After the Game is won, if the Person who won the sixth Trick plays the seventh Card, he is obliged to play for the *Vole*.

XV. If you have four Kings dealt you, you are at Liberty either to call a Queen to one of your
F Kings,

Kings, or to call one of your Kings: but you are not to call the Queen of Trumps.

XVI. If any Person separates a Card from the rest he ought to play it, if the Adverse Party has seen it, unless he plays *sans prendre*.

XVII. If the King called, or his Partner plays out of his turn, no *Vole* is to be played for.

XVIII. No Person is to be basted for a Renounce, unless the Trick is turned and quitted; and if any Person renounces, and it is discovered, if the Player should happen to be basted by such Renounce, all the Parties are to take up their Cards, and play them over again.

XIX. If Spadille is forced to play, he is not obliged to make his three Tricks.

XX. Whoever undertakes playing the *Vole* has the preference of playing before him who offers to play *sans prendre*.

XXI. If all Parties agree to it, before you begin to play, let the Person have the Preference of playing, who plays for the most Tricks; which will prevent small Games from being played.

XXII. The Player is entitled to know who is his King called, before he declares for the *Vole*.

XXIII. When six Tricks are won, he who won the sixth Trick ought to say, I play the *Vole*; or, I do not play the *Vole*; or I ask — and nothing else.

XXIV. He who wins the *Vole*, is to take double the Stake played for out of the Pool.

XXV. He who asks Leave (if elder Hand) may play *sans prendre*, in preference to any of the other Players.

XXVI. If you have one King only, you may call yourself, but must win six Tricks.

XXVII. If

XXVII. If you play the King surrendered, he must win six Tricks who demands the King of any Person.

XXVIII. He who has passed once (unless he has Spadille) has no Right to play afterwards; also he who has asked the Question is obliged to play, unless somebody else plays *sans prendre*.

XXIX. If the Player, or his Friend, shew their Cards before they have won six Tricks, the Adversaries may call their Cards as they please, specifying each Card.

XXX. Whoever has asked Leave, cannot play *sans prendre*, unless he is forced.

XXXI. You are at Liberty to look at the Tricks when you are to lead, but not otherwise.

XXXII. Whoever undertakes playing for the *Vole*, and does not succeed, has a Right to the Stakes *sans prendre*, and Matadores if he has them, having won his Game.

XXXIII. Forced Spadille cannot play for the *Vole*.

XXXIV. If any Person discovers his Game, he is not entitled to play the *Vole*.

XXXV. If there happen to be two Cards of the same Sort, and found out before the Deal is ended, the Deal is void, but not otherwise.

XXXVI. Nobody is to declare how many Trumps are played out.

XXXVII. He who plays and does not make three Tricks, is to be basted alone, unless he plays forced Spadille.

A Dictionary of the Terms used at the GAME of QUADRILLE.

TO ask Leave, is to ask Leave to play, by calling a King.

Basto. Is the Ace of Clubs, and is always the third Trump.

Bast. Is a Penalty which consists in paying as many Counters as there are down; and is incurred either by renouncing, or by not winning, when you stand the Game, which is called making the Bast.

Cheville. To be in Cheville, is to be between the eldest Hand and the Dealer.

Codill. Is when those who defend the Pool, make more Tricks than they who stand the Game; the former are said to win Codill, and the latter to lose it.

Consolation. Is a Claim, which is always paid by those who lose to those who win; whether by Codill or Remise.

Devole. Is when he who stands the Game makes no Trick.

Double. To play Double, is to pay the Game and the Stake double, as well as the Consolation, the *Sans prendre*, the Matadores, and Devole.

Force. The Ombre is said to be forced, when you play a strong Trump to weaken him, if he over-trumps; he is likewise said to be forced, when he asks Leave, and one of the other Players obliges him to play *sans prendre*, or pass, by offering to play *sans prendre*.

Friend. Is the Player who has the King called.

Impasse.

Impasse. To make the *Impasse*, is when being in Cheville, you play the Knave of a Suit, of which you have the King.

Manille. Is, in black, the Deuce of Spades or Clubs; and, if in red, the Seven of Hearts or Diamonds, according to the Suit in which you play, and is always the second Trump at the Game.

Matadores. There are three *Matadores*, viz. Spadille, Manille, and Basto, which are the three first Trumps.

Mille. Is a Mark of Ivory, which is sometimes used, and stands for ten Fish.

Ombre. Is the Name given to him who stands the Game, either by calling or playing *sans appeller* or *sans prendre*.

Pas. Is the Term that is used, when you have not a Hand to play.

Ponto, or *Punto.* Is the Ace of Diamonds, when Diamonds are Trumps; or Hearts, when they are Trumps; and is then the fourth Trump.

Pool. The Pool consists of the Fishes, which are staked for the Deals, or the Counters which are put down by the Players, or the Basts that go on the Game. To defend the Pool, is to be against him who stands the Game.

Prise. Is the Number of Fish or Counters that are given to each Player at the beginning of the Party.

Regle. Is the Order that is observed at the Game; it is called, being in *Regle*, when the *Ombre* trumps the Return of the King called.

Remise. Is, when they who stand the Game do not make more Tricks than they who defend the Pool; and they then lose by *Remise*.

Renounce. Is, not to play in the Suit led, when you have of it: It is also called a Renounce, when, not having any of the Suit led, you win with a Card that is the only one you have of that Suit, in which you play.

Roy Rendu. That is, the King surrendered; and is the Method of playing, when the King called being given up to the Ombre, he is with that to win the Game alone.

Spadille. Is the Ace of Spades, which is always the first Trump.

Forced Spadille. Is, when he who has it, is obliged to play; all the other Players having passed.

Sans Appeller. That is, without calling; and is, when you play without calling a King.

Sans Prendre. This Term signifies the same as *sans appeller*.

Forced Sans Prendre. Is, when having asked Leave, one of the Players offers to play *sans prendre*, in which Case you are obliged to play *sans prendre*, or to pass.

Tenace. To be in Tenace, is to wait with two Trumps, that you must necessarily make when he that has two others is obliged to lead; such are the two black Aces, with regard to Manille and Punte.

THE

THE
GAME OF PIQUET.

PIQUET is played by two Persons, with thirty two Cards; which are, the Ace, King, Queen, Knave, Ten, Nine, Eight, and Seven of each Suit. The Ace is the Superior, and is equal to eleven Points; the King is above the Queen, and the Queen above the Knave, &c. These three Cards are each equal to ten Points; the Ten, ten; the Nine, nine; and so of the Rest, each Card counting for as many Points as it hath Pips.

To begin the Game, you must take the Pack of Cards, and shuffle them; then the two Players are to cut, and to shew the Bottom of their Cut, the lowest of which deals, as there is a great Advantage in being elder Hand.

The Dealer then shuffles the Cards, and presents them to his Adversary, who may also shuffle them if he pleases, but the Dealer must have the last Shuffle, and then give them to be cut by his Adversary; but if he should scatter them, or cut but one off, or leave but one at the Bottom, the Dealer may mix them and shuffle them again; this done, the Dealer is to give twelve a-piece, by two at a Time, and the eight Cards which remain must be placed upon the Table, and are called the *Talon*.

In this Game there are three Chances, *viz.* the *Repique*, the *Pique*, and the *Capot*.

I. The *Repique* is, when one of the Players counts thirty Points in his Hand, before his Adversary has, or can count one; when in the Room of saying thirty they call it ninety, and proceed in the same Manner, above as many Points as he could count above thirty.

II. The *Pique* is, when the elder Hand has counted thirty in Hand or Play before the Adversary hath counted one; in which Case, instead of thirty, it is called sixty, and so on as many Points as you can count above.

III. The *Capot* is, when either of the Players make every Trick, for which he is to count forty; instead of which he counts but ten, when he only gets the Majority of the Tricks, which is called *the Cards*.

These three Chances may all be made in one Deal; as thus, suppose one of the Players hath four Tierce-majors, his Point is good, and he is eldest Hand: he begins by counting three for his Point, twelve for his four Tierce-majors, which makes fifteen; fifteen and fourteen Aces, fourteen Kings and fourteen for Queens, make one hundred and seventeen, thirteen in playing the Cards, are one hundred and thirty, and forty for the Capot, is one hundred and seventy: this Stroke is very rare, nay, perhaps has never happened; but it is just if it ever doth.

To pique your Adversary, you must be elder Hand; for if you are youngest Hand, your Adversary counts one for the first Card he plays, and then your having counted twenty-nine in Hand, even if you then take the first Trick, will not authorise you to count sixty, but only thirty.

The

The *Carte Blanche*, that is, when you have not one pictured Card in your twelve dealt you, counts for ten, and takes Place of every Thing else; then follows the Point, the *Huitiemes*, the *Septiemes*, the *Sixtiemes*, the *Quints*, the *Quarts*, the *Tierces*, the four Aces, Kings, Queens, Knaves, or Tens; the three Aces, Kings, Queens, Knaves, or Tens follow next; then the Points you gain in playing the Cards; and the last is the Ten for winning the Cards, or the Forty for the *Capot*.

After sorting the Cards, the first thing to be considered is, whether you have a *Carte Blanche*, that is, if you have not one pictured Card; if so, you are to let your Adversary discard, and then when he is going to take in, and before he has touched the Cards, you are to lay your twelve Cards on the Table, counting them one after another; and your Adversary is not to touch the Cards he hath laid out or discarded.

The Players having examined their Hands, the elder Hand takes the five Cards which seem the least necessary for his Advantage, and laying them aside takes as many from the *Talon* or Heap that is left; and the youngest Hand lays out three, and takes in the three last of the *Talon*.

In discarding, the first Intention in skilful Players is, to gain the Cards, and to have the Point, which most commonly engages them to keep in that Suit, of which they have the most Cards, or that which is their strongest Suit; for it is convenient to prefer, sometimes, forty-one in one Suit to forty-four in another, in which a Quint is not made; sometimes, even having a Quint, it is more Advantage to hold the forty-one, where if one Card only is taken it

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may

may make it a Quint-major, gain the Point, or the Cards, which could not have been done by holding the forty-four, at least without an extraordinary Take-in.

You must also endeavour, in laying out, to get a Quatorze, that is, four Aces, Kings, Queens, Knaves, or Tens, each of which counts for fourteen, and is therefore called a Quatorze; the fourteen Aces hinder the counting fourteen Kings, &c. and by that Authority you may count a lesser Quatorze, as of Tens, although your Adversary may have fourteen Kings, &c. because the stronger annuls the weaker: and also, in the Want of a lesser Quatorze, you may count three Aces, three Kings, three Queens, three Knaves, or three Tens. It is good to take three Aces, and they are better than three Kings; and he who has them may by virtue thereof count his three Tens, although the Adversary may have three Kings; in Favour of a Quatorze you count not only any lesser Quatorze, but also all the Threes which you have, except of Nines, Eights, and Sevens.

The same is to be observed in regard to the Huitiemes, Septiemes, Sixiemes, Quints, Quarts, and Tierces, to which the Player must have Regard in his discarding, so that what he takes in may make them for him.

The *Point*, is the Number of Cards of the same Suit, which one holds in Hand after having taken in, the Pips of which must be counted; when you ask if it is good; observing the Ace counts for eleven, the King, Queen, and Knave, ten each, and the Rest according to the Number of the Pips.

The

The Point being selected, the eldest Hand declares what it is, and asks if it is good: If his Adversary has not so many, he answers, *it is good*; if he has just as many, he answers, *it is equal*; and if he has more, he answers, *it is not good*: He who has the best, counts as many for it as he has Cards which compose it, and whoever has the Point counts it first, whether he is eldest or youngest; but if the Points are equal, neither can count: it is the same when the two Players have equal Tierces, Quarts, Quints, &c.

There are six Kinds of Tierces; one composed of an Ace, a King, and a Queen, called a Tierce-Major; a second of a King, a Queen, and a Knave, called a Tierce from a King; a third of a Queen, a Knave, and a Ten, called a Tierce from a Queen; a fourth of a Knave, a Ten, and a Nine, called a Tierce from a Knave; a fifth of a Ten, a Nine, and an Eight; and a sixth of a Nine, an Eight, and a Seven, called a Tierce Minor.

You must observe that all the Cards of a Tierce, as well as of the Quarts, Quints, &c. must be of the same Suit.

There are five Kinds of Quarts (pronounced Carts;) the first, called a Quart-Major, is composed of an Ace, King, Queen and Knave; the second, a Quart from a King, of King, Queen, Knave, and Ten; the third, a Quart from a Queen, of Queen, Knave, Ten, and Nine; the fourth, a Quart from a Knave, of Knave, Ten, Nine and Eight; and the fifth, a Bass Quart or a Quart-Minor, of a Ten, Nine, Eight, and Seven.

There are four Sorts of Quints (pronounced Kents;) the first, a Quint-Major, of Ace, King,

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Queen,

Queen, Knave, and Ten; the second, a Quint from a King, of King, Queen, Knave, Ten and Nine; the third, a Quint from a Queen, of a Queen, Knave, Ten, Nine, and Eight; and the fourth a Quint-Basse, of Knave, Ten, Nine, Eight, and Seven.

There are three Sorts of Sixiemes; the first, a Sixieme-Major, of Ace, King, Queen, Knave, Ten, and Nine; the second, a Sixieme from a King, of King, Queen, Knave, Ten, Nine, and Eight; and the third, a Sixieme from a Queen, of Queen, Knave, Ten, Nine, Eight, and Seven.

There are two Kinds of Septiemes; first, a Septieme-Major, of Ace, King, Queen, Knave, Ten, Nine, and Eight; and second, a Septieme from a King, of King, Queen, Knave, Ten, Nine, Eight, and Seven.

There is but one Sort of Huitiemes, which is composed of Ace, King, Queen, Knave, Ten, Nine, Eight, and Seven, that is of all the Cards of the same Suit.

These Sequences are what it is always proper each Player should have Regard to in laying out, it being much to his Advantage to have them; for if a Tierce is good, he who holds it counts three for it, four for a Quart, fifteen for a Quint, sixteen for a Sixieme, seventeen for a Septieme, and eighteen for a Huitieme. If your Point is good, you count as many Points as the Number of the Cards it consists of; as, for Example, if you have a Quart-Major, and it is also good for Point, you count four for the Point, and four for the Quart, which makes eight and also the same for the Quints, Sixiemes, &c.

But if your Point is good, and you have neither Tierce nor Quart, you only count as many for the Point, as it consists of Cards.

All

All Tierces, Quarts, Quints, &c. are Sequences, and in favour of one of them being good, you reckon on the lesser Sequences, although your Adversary may have better, and you count for them how small soever, your Adversary's being entirely annulled by your superior Sequence; but should the superior Sequences be alike in both the Players Hands, whoever should hold several other Sequences, either of the same Goodness or lesser, nevertheless cannot count one.

After each of the Players has taken in the Cards which belong to him from the Talon or Stock, he should sort his Cards to see what he has to reckon, and put together the most Cards that he hath of one Suit to make his Point, and then declare it: If the younger hath a better Point, he must answer, *Not good*; if he hath as good, he must answer, *Equal*; and if he hath less, he must answer, *Good*. After the elder Hand hath counted the Point, he should examine if he hath not any Tierce, Quart, Quint, &c. and then see if he hath any Quatorze, or three of Aces, Kings, &c. that he may reckon them, if his Adversary doth not hinder him by having better.

The Points, the Tierces, Quarts, Quints, &c. are to be shewn on the Table, that their Value may be seen and reckoned; but you are not obliged to show Quatorzes, or three Aces, Kings, &c.

Four Aces, four Kings, four Queens, four Knaves, and four Tens, are each called Quatorze, and are reckoned for so many, *viz.* fourteen; three Aces, three Kings, three Queens, three Knaves, and three Tens, each reckon for three.

After

After that each hath examined his Game, and the eldest, by the Questions he hath asked, seen every Thing that is good in his Hand, he begins to reckon. The *Carte Blanche* is first reckoned, and if he hath it, is worth ten Points: then the Point is reckoned, then the Sequences, and lastly the Quatorzes, or Threes of Aces, Kings, &c. after which he begins to play his Cards, for each of which he counts one, except it is a Nine or an inferior one.

After the elder Hand hath led his first Card, the younger shows his Point, if it is good, also the Sequences, Quatorzes, or Threes of Aces, Kings, &c. or *Carte Blanche* if he has it; and having reckoned them all together, he takes the first Trick if he can with the same Suit, and counts one for it; if he cannot, the other turns the Trick and continues; and when the younger Hand can take the Trick, he may lead which Suit he pleases.

In regard to the Manner of playing the Cards, as it is Custom and Practice which teaches it in the most advantageous Manner for the Player, I shall only set down in general what can be shown in Writing.

It is certain that a good Player is principally known from an indifferent one, by the Manner of playing his Cards, and it is not possible to play without knowing the Strength of the Game; that is to say, that by your own Hand you should know what your Adversary may hold, and what he must have discarded, and taking great notice what he hath shewn or reckoned.

The first Intention of a Player is to get the Cards; the second is to make as many Points as you can, and hinder your Adversary from so doing: but the principal

principal End is to gain the Cards, for which you count ten.

I must acquaint those who have no Knowledge of the Game, that there are no Trumps at Piquet, but the highest Card of the same Suit takes the Trick ; for if, for example, one plays the king of Spades, and the other has the Ace, he takes the Trick ; whereas if one plays the Seven of Spades, and the other hath no Card of that Suit, though he should throw down a Card of superior Value of another Suit, the Trick will be for him that led the Seven of Spades.

If the elder Hand has the Misfortune to have neither Point, Sequence, Quatorze, or Threes which are good, he must begin to count by playing that Card which he judges most proper, and continue to play until his Adversary has played a superior, to lead in his turn.

This Method of playing must be continued till all the twelve Cards are played, and he who takes the last Trick counts two.

Then each Player counts how many Tricks he has taken, and he who hath the most Tricks reckons ten for having gained the Cards ; but if they are equal, neither Side can count any for the Cards.

As soon as each Deal is finished, each Player should set down with Counters or other Marks how many Points he hath made, and so proceed until the Game is finished ; and after each Deal the Cards must be shuffled and cut for the next.

At Piquet each takes his Turn to deal, unless the Game is finished in one Deal.

When you begin another Game, the Cards must be cut afresh for the Deal, unless it is agreed upon, when

when you first begin to play, that the Deal shall go on; in that case they must deal alternately.

MR. HOYLE'S GAME OF PIQUET.

GENERAL RULES for playing at PIQUET.

I. **Y**OU are to play by the Stages of your Game; what is meant by them, is, that when you are backward in the Game, or behind your Adversary, you are to play a pushing Game, otherwise you are to make twenty-seven Points Elder-hand, and thirteen Points Younger-hand; and you are always to compare your Game with your Adversary's, and discard accordingly.

II. You are to discard in Expectation of winning the Cards, which is so essential a Part of the Game, that it generally makes twenty-two or twenty-three Points Difference; therefore you are not to discard for low *Quatorze*, such as three Queens, three Knaves, or three Tens, because in any of these cases the Odds are three to one, Elder-hand, that you do not succeed, and seventeen to three, Younger-hand: For let us suppose you should go for a *Quatorze* of Queens, Knaves, or Tens and throw out an Ace or a King, by so doing you run the Risque of losing
above

above twenty Points, in Expectation of winning fourteen Points.

III. At the beginning of a Party you are to play to make your Game, which is twenty-seven Points Elder-hand, and thirteen Points Younger-hand: therefore suppose you are Elder-hand, and that you have a *Tierce Major*, and the Seven of any Suit, it is five to two but that you take in one Card out of any four certain Cards; therefore suppose you should have three Queens, three Knaves, or three Tens, you are in this Case to discard one of them preferably to the Seven of such a Suit, because it is three to one that you do not take in any one certain Card, Elder-hand, to make you a *Quatorze*, and consequently you discard the Seven of such a Suit to a great Disadvantage.

IV. If your Adversary is greatly before you in the Game, the Consideration of winning the Cards must be put quite out of the Question; therefore suppose you should have a *Quart* to a Queen, or a *Quart* to a Knave; in which case it is only about five to four, being Elder-hand, but that you take in a Card to make you a *Quint*, and about three to one but that you take in a Queen, a Knave, or Ten: and should you have three of either dealt you, it is good Play to make a push for the Game, particularly if it is so far advanced as to give you but little Chance for it in another Deal; and in this, and other Cases, you may have Recourse to the Calculations ascertaining the Odds.

V. To gain the Point, generally makes ten Points Difference; therefore when you discard, you must endeavour to gain it, but not risque the losing of the Cards by so doing.

VI. The

VI. The saving of your Lurch, or the lurching of your Adversary, is so material, that you ought always to risque some Points to accomplish either of them.

VII. If you have six Tricks, with any winning Card in your Hand, never fail playing that Card; because, at least, you play eleven Points to one against yourself by so doing, unless in Play you discover what Cards your Adversary has laid out.

VIII. If you are greatly advanced in the Game, as suppose you are eighty to fifty, in that case it is your Interest to let your Adversary gain two Points for your one as often as you can, especially if the next Deal you are to be Elder-hand; but if on the contrary you are to be Younger-hand, and are eighty-six to fifty or sixty, never regard the losing two or three Points for the gaining of one, because that Point brings you within your shew.

IX. The Younger-hand is to play upon the defensive; therefore, in order to make his thirteen Points, he is to carry *Tierces*, *Quarts*, and especially to strive for the Point: But suppose him to have two *Tierces*, from a King, Queen, or Knave, as it is twenty-nine to twenty-eight that he succeeds, he having in that Case four certain Cards to take in to make him a *Quart* to either of them, and, perhaps, thereby save a *Pique*, &c. he ought preferably to go for that which he has the most Chance to succeed in: But if, instead of this Method of Play, he has three *Queens*, *Knives*, or *Tens*, and should attempt to carry any of them preferably to the others, the Odds that he does not succeed being seventeen to three against him, he consequently discards to a great Disadvantage.

X. The

X. The Elder or Younger hand is sometimes to sink one of his Points, a *Tierce* or three Kings, Queens, Knaves, or Tens, in Hopes of winning the Cards; but that is to be done with Judgment, and without hesitating.

XI. It is often good Play for a Younger hand not to call three Queens, Knaves, &c. and to sink one Card of his Point, which his Adversary may suppose to be a Guard to a King or Queen.

XII. The Younger hand having the Cards equally dealt him, is not to take in any Card, if thereby he runs the Risque of losing them, unless he is very backward in the Game, and has then a Scheme for a great Game.

XIII. If the Younger hand has a Probability of saving or winning the Cards by a deep discard; as, for Example, suppose he should have the King, Queen, and Nine of a Suit; or the King, Knave, and Nine of a Suit; in this Case he may discard either of those Suits, with a moral Certainty of not being attacked in them; and the Odds that he does take in the Ace of either of those Suits being against him, it is not worth his while to discard otherwise in Expectation of succeeding.

XIV. The Younger hand having three Aces dealt him, it is generally his best Play to throw out the fourth Suit.

XV. The Younger hand is generally to carry Guard to his Queen-suits, in order to make Points, and to save the Cards.

XVI. When the Younger hand observes that the Elder hand, by calling his Point, has five Cards, which will make five Tricks in Play, and may have the Ace and Queen of another Suit, he should throw away the Guard to that King, especially if he has

has put out one of that Suit, which will give him an even Chance of saving the Cards.

XVII. If the Elder hand has a *Quart* to a King dealt him, with three Kings and three Queens (including the King to his *Quart*) and that he is obliged to discard either one of his *Quart* to the King, or to discard a King or Queen;

Quere. Which is best for him to discard?

Answer. The Chance for taking in the Ace or Nine to his *Quart* to a King, being one out of two certain Cards, is exactly equal to the taking either a King or a Queen, having three of each dealt him: therefore he is to discard in such a Manner as gives him the fairest Probability of winning the Cards.

The foregoing Case may be a general Direction to discard in all Cases of the like Nature, either for the Elder or Younger Hand.

XVIII. Suppose the Elder hand has taken in his five Cards, and that he has the Ace, King, and Knave of a Suit, having discarded two of that Suit; he has also the Ace, King, Knave, and two small Cards of another Suit, but no winning Cards in the other Suits;

Quere. Which of these Suits is he to play from, in order to have the fairest Chance of winning or saving the Cards?

Answer. He is always to play from the Suit of which he has the fewest in Number; because, if he finds his Adversary guarded there, the Probability is in his Favour that he is unguarded in the other Suits; and should he play from the Suit of which he has the most in Number, and finds his Adversary's Queen guarded, in that Case he has no Chance to save or win the Cards.

XIX. If

XIX. If the Elder-hand is sure to make the Cards equal, by playing of them in any particular Manner, and is advanced before his Adversary in the Game, he is not to risque the losing of them; but if his Adversary is greatly before him, in that Case it is his Interest to risque the losing of the Cards, in Expectation of winning them.

Particular RULES and CASES.

I. SUPPOSE you are Elder-hand, and that you have dealt you a *Quart-Major*, with the Seven and Eight of Clubs, the King and Ten of Diamonds, the King and Nine of Hearts, with the Ten and Nine of Spades;

Quere. Whether you are to leave a Card, by carrying the *Quart-Major* and two more of the same Suit for the Point, with two other Kings; or to throw out one Card of your Point?

Answer. If you throw out one Card of your Point, there is a Possibility that you reckon only five Points, and that your Adversary may win the Cards, by which Event he gets eleven Points, besides his three Aces, &c. which gives you a bad Chance for the Game: But by leaving a Card, and admitting that one Card of Consequence lies in the five Cards which you are entitled to take in, it follows, that you have four Chances to one against leaving that Card, and consequently it is your Interest to leave a Card: The Odds are also greatly in your Favour, that you take in some one of the following Cards in your four Cards, *viz.* there are two to your Points, three Aces, and one King.

II. If you should happen to have the Ace, King, and four small Cards of any Suit, with two other Kings,

Kings, and no great Suits against you, the like Method of the former Case may be practised.

III. Suppose you should have the King, Queen, and four of the smallest Clubs, the King and Queen of Diamonds, the Ace and Knave of Hearts, and the King and Nine of Spades ;

Quere. How are you to discard, with a Probability of making the most Points ?

Answer. You are to throw out the Queen and four small Clubs, and to carry three entire Suits, with the King of Clubs ; for this Reason, because the Chance for your taking in the fourth King is exactly the same as the Chance of taking in the Ace of Clubs ; in either of which Cases it is three to one against you : But if you fail of taking in the fourth King, by discarding thus, you have a fair Chance to win the Cards, which will probably make twenty-two Points Difference. But should you discard with an Expectation of taking in the Ace of Clubs, and should happen to fail, you being obliged to throw out some of your great Cards, you would have a very distant Chance of either saving or winning the Cards.

IV. Suppose you should have the King and Queen of Clubs, a *Tierce-Major* in Diamonds, Queen and Knave of Hearts, and a *Quint* from the Knave of Spades ;

Quere. How are you to discard, with a Probability of making the most Points ?

Answer. You are to throw out a *Quint* to a Knave in Spades, in order to make the most Points ; because, let us admit that your *Quint* is good for every Thing after you have taken in, you in that Case only score nineteen Points if you carry it, and

you probably give the Cards up, and also the Chance of the *Quatorze* of Queens, besides a great Number of Points in Play; and consequently, by carrying the *Quint*, you would discard to a great Disadvantage.

V. Suppose you have the King, Queen, Seven, Eight, and Nine of Clubs; the Queen and Knave of Diamonds; the Queen, Ten, and Nine of Hearts, with the Ace and Nine of Spades;

Quere. How are you to discard?

Answer. You are to discard the King, Seven, Eight, and Nine of Clubs, and the Nine of Spades; by which Means you do not only go for three Suits, but you have the same Chance for taking in the fourth Queen, as you would have to take in the Ace of Clubs: Besides, the Probability of winning the Cards is greatly in your Favour by this Method of discarding.

VI. Suppose you have the Queen, Ten, Nine, Eight, and Seven of Clubs; the Knave and Ten of Diamonds; the King, Queen, and Knave of Hearts, with the Ace and Nine of Spades;

Quere. How are you to discard?

Answer. You are to discard the five Clubs; because it is three to one that you do not take in the Knave of Clubs; and the carrying three entire Suits gives you a fairer Chance to score more Points.

VII. Suppose you have the Ace, Queen, and Knave of Clubs; the King, Queen, and Knave of Diamonds; the Queen and Knave of Hearts, with the Ten, Nine, Eight, and Seven of Spades;

Quere. How are you to discard?

Answer.

Answer. You are to discard the Ace of Clubs and the four Spades, because it is only five to four but that you take in a Queen or a Knave; it is also about three to two that you take in an Ace: You have also three Cards to your *Tierce* to a King to take in, *viz.* the Ace and Ten, or the Ten and Nine, to make you a *Quint*; all which Circumstances considered, you have a fair Probability of making a great Game: Whereas, if you should leave a Card, by throwing out the four Spades only, you run the risque of leaving one of the following Cards, *viz.* the King of Clubs, the Ace of Diamonds, the Ace, Queen, or Knave of Spades; in any of which Cases you would probably lose more Points than by throwing out the Ace of Clubs; and if you should carry two Suits, *viz.* three Clubs, three Diamonds, and the Queen of Hearts, you run the Risque of putting out fourteen Points; and it is only five to four against your taking in a Queen or a Knave, and therefore you would discard to a great Disadvantage.

VIII. Suppose you have the King, Queen, and Ten of a Suit, and that your Adversary has the Ace, Knave, and one small Card of that Suit; and that you have only those three Cards left, and you are to make three Points of them;

Quere. What Card are you to play?

Answer. You are to play the Ten.

IX. Suppose you have the Ace, Queen, Ten, and Nine of Clubs, also the King, Queen, Ten, and Nine of Diamonds;

Quere. Which of these Suits are you to carry, in order to have the fairest Probability of scoring the greatest Number of Points?

Answer.

Answer. You are to carry the King, Queen, Ten, and Nine of Diamonds, because the Chance of taking in the Ace of Diamonds is exactly equal to that of taking in the King of Clubs; and also the Chance of taking in the Knave of Diamonds is equal to that of taking in the Knave of Clubs; by which Manner of discarding you have a Probability of scoring fifteen Points for your *Quint* in Diamonds, instead of four Points for the *Quart* in Clubs; and the Chance for winning the Cards is better, because by taking in the Ace of Diamonds you have seven Tricks certain, which cannot happen by taking in the King of Clubs.

X. Suppose you have four Aces and two Kings dealt you Younger-hand, in order to capot the Elder-hand, you are to make a deep Discard, such as the Queen, Ten, and Eight of a Suit; by which Means, if you happen not to take in any Card to such Suit, you may probably capot the Adversary.

XI. Suppose Elder-hand, that you have the Ace, Queen, Seven, Eight, and Nine of Clubs, also the Ace, Knave, Seven, Eight, and Nine of Diamonds.

Quere. Which Suit are you to carry in order to make the most Points?

Answer. You are to carry the Ace, Knave, Seven, Eight, and Nine of Diamonds, because the taking in the King of Diamonds is equal to the taking in the King of Clubs, and consequently as good for winning the Cards; but you have the Chance of taking in the Ten of Diamonds to make you fifteen Points, which Event cannot happen by taking in any one certain Card in Clubs.

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XII. Sup-

XII. Suppose Elder-hand, that you have the Ace, Queen, Seven, Eight, and Ten of Clubs, also the Ace, Knave, Seven, Eight, and Ten of Diamonds,

Quere. Which Suit is best to carry?

Answer. You are to carry the Ace, Knave, Seven, Eight, and Ten of Diamonds, because the Chance of taking in the King of Diamonds is equal to the Chance of taking in the King of Clubs, and consequently as good for winning the Cards; but you have an additional Chance of taking in the Nine of Diamonds to make your fifteen Points, which Event cannot happen by taking in one certain Card in Clubs.

XIII. Suppose you have the Ace, Queen, Ten, and two more of a Suit; also the Ace, Queen, and Ten of another Suit only. And let us suppose that your Adversary has shewn six Cards for his Point; suppose the Ace, Queen, and four small ones, and suppose you are guarded in that Suit; as soon as you have the Lead, you are to play from the Suit of which you have the fewest in Number, because if he is guarded in that Suit, he is probably unguarded in the other Suit; but should you begin with the Suit of which you have the most in Number, if he happens to be guarded there, you have then no Chance to win the Cards; which may prove otherwise, if you begin with the Suit of which you have the fewest in Number. If he is guarded in both Suits, you have no Chance to win the Cards.

Some

Some COMPUTATIONS, directing, with moral Certainty, how to discard well any Hand.

I. **T**HE Chance of an Elder-hand's taking in one certain Card, is three to one against him.

II. That of his taking in two certain Cards, is 18 to 1 against him.

III. I would know what are the Odds that an Elder-hand takes in four Aces?

	Against him.	For him.
<i>Ans.</i> That he takes in 4 } Aces, is —	986 to	1
At least 3 of them, is about	33 to	1
2 of them	3 to	1
1 of them	2 to	5

IV. If an Elder-hand has one Ace dealt him, what are the Odds that he takes in the other three?

	Against him.	For him.
<i>Ans.</i> That he takes in } the 3 Aces —	113 to	1
At least 2 of them, about	6 to	1
1 of them	1 to	3

V. If an Elder-hand has two Aces dealt him, what are the Odds that he takes in the other two?

	Against him.	For him.
<i>Ans.</i> That he takes in } the other 2 Aces, is	18 to	1
At least 1 of them, is near	21 to	17
5 to 4 against him, or		
G 2		VI. In

VI. In Case the Elder-hand has two Aces and two Kings dealt him, what are the Odds that he takes in either the two Aces or two Kings remaining?

Anfw. It is about ——— Against him. For him.
17 to 2

VII. Elder-hand having neither Ace nor King dealt him, what is his Chance to take in both an Ace and a King in 2, 3, 4, or 5 Cards?

<i>Anfw.</i>	In 2 Cards, is about	Against him.	For him.
	In 3 Cards ———	11 to	1
	In 4 Cards ———	4 to	1
	In 5 Cards ———	9 to	5
		33 to	31

VIII. What are the Odds that a Younger-hand takes in two certain Cards?

Anfw. ——— Against him. For him.
62 to 1

What are the Odds that a Younger-hand takes in three certain Cards?

Anfw. ——— Against him. For him.
1139 to 1

IX. The Younger-hand having no Ace dealt him, what Chance has he for his taking one?

Anfw. It is ——— Against him. For him.
28 to 29

X. If the Younger-hand has one Ace dealt him, what are the Odds of his taking in one or two of the three remaining Aces?

Anfw.

	Against him.	For him.
<i>Anfw.</i> That he takes in } two of them, is about }	21 to	1
At least one of them —	3 to	2

XI. What are the Odds that the Younger-hand takes in one certain Card ?

	Against him.	For him.
<i>Anfw.</i> That he does not } take it in, is }	17 to	3

What are the Odds of a *Carte-Blanche* ?

	Against him.	For him.
<i>Anfw.</i> —————	1791 to	1

An EXPLANATION and APPLICATION of the foregoing CALCULATIONS.

I. **A**S by the first Calculation it is three to one, that, being Elder-hand, you do not take in one certain Card ; you have, therefore, a better Chance of advancing your Game, by carrying two Suits for Points and the Cards, than by aiming at *Quatorze* of Queens, Knives, or Tens.

II. Second Calculation ; to take in two certain Cards, Elder-hand, is 18 to 1 against you.

Therefore suppose you have a *Quart-Major*, and two other Aces dealt you, the Odds that you do not take in the Ten to your *Quart Major*, and the other Ace, is eighteen to one against you ; but that you take in one of them, is only twenty-one to seventeen against you. And suppose you have three Aces and three Kings dealt you, the Odds are eighteen to one against your taking in the other Ace and the other

G 3

King ;

King; yet it is not much above five to four but that you take in one of them. This Example shews how you are to discard in Cases of the like Nature.

III. The Odds in taking in four certain Cards, as four Aces, &c. being nine hundred and sixty-eight to one by the third Calculation, is so great a Chance of not succeeding, that it is scarce worth further Notice.

But to take in three Cards out of any four certain Cards, Elder-hand, is only thirty-three to one against you.

Example. Suppose you have two Aces and two Kings dealt you, the Odds of taking in three of them out of four certain Cards, such as two Kings and one Ace, or two Aces and a King, are only thirty-three to one against you.

But suppose you should want to take in any two out of four certain Cards, such as the Queen of Clubs, the Ten of Diamonds, the Ace of Spades, and Knave of Hearts, being Elder-hand, it appears by the Calculation to be three to one against you; and the Odds are the same for any two out of four certain Cards.

But if, being Elder hand, you only want one Card out of four, the Odds are five to two in your Favour that you take it in. Therefore, if you have four Tens, or any inferior *Quatorze* dealt you, and no Ace, it is great Odds in your Favour, that, being Elder-hand, you take in one Ace, and ought to play your Game accordingly. But you must always consider the Disadvantage either of losing the Cards, or running the Risque of a Capot, which you run the Hazard of, by spoiling your Hand with keeping four Tens when they are not good,

IV. By the fourth Calculation ; if you have one Ace dealt you, it is one hundred and thirteen to one that you do not take in three others ; forty-nine to eight, or about six to one, that you do not take in two out of three ; but that you take in one out of the three, is about three to two in your Favour, or one hundred and thirty-seven to ninety-one.

As for EXAMPLE. You have a *Quart* from a King, and two Kings more dealt you ; as it is three to two that you take in either Ace or nine to your *Quart* to the King, or the fourth King, as you have the Chance of reckoning fourteen or fifteen Points by this Method of discarding, you ought to play accordingly. And this Method shews you how to play any hand of the like Sort.

But if you should discard with an Expectation of taking in two Cards out of three certain Cards, the Odds against such an Event being above six to one, your Game must indeed be very desperate if you attempt to discard to that Purpose. The Chance of taking in three certain Cards, being one hundred and thirteen to one, is a very distant Chance ; yet even such does happen sometimes, but ought never to be ventured upon, but when a Man has no other Resource in the same.

V. The fifth Calculation is that if you have two Aces dealt you, it is eighteen to one that you do not take in the two other Aces ; but only seventeen to twenty-one that you take in one of them. Let us illustrate the Use of this by an Example. Suppose you have a *Quart-Major* dealt you, and a *Quart* to a King, and that you are greatly behind

your Adversary in the Game to take in the Ten to your *Quart-Major* is three to one against you; but to take in the Ace or Nine to your *Quart* to the King, is only about five to four against you.

Also by the same Rule, suppose you have three Kings and three Queens dealt you, the Odds of your taking in both a King and a Queen, are eighteen to one against you; but that of your taking one of them, is only five to four against you.

All other cases of the like Nature may be discarded by this Method of Calculation.

VI. As by the sixth Calculation, it is seventeen to two that you do not take in two certain Cards out of four, such as two Kings, two Queens, &c. you must not, therefore, confound this with the third Calculation, where the Odds are not above three to one that you take in two Cards out of the four.

VII. Having neither an Ace nor a King dealt you, what are the Odds of your taking in both an Ace and a King in two, in three, in four, or in five Cards?

Answer. To take in an Ace and a King;

		Against you.	For you.
In 2 Cards is about	—	11	to 1
In 3 Cards	—	4	to 1
In 4 Cards	—	9	to 5
In 5 Cards	—	33	to 31

You may observe, by the foregoing Calculation, what are the Odds of taking in two, three, four, or five Cards out of any eight certain Cards, and consequently discard to the greatest Advantage.

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The foregoing Calculation is either for the Elder or Younger-hand.

EXAMPLE. Let us suppose the Younger-hand to have two *Quatorzes* against him, he may observe, that it is not above four to one but that he takes in one of each of them. The like Rule may serve for any other eight certain Cards.

VIII. As by the eighth Calculation it is sixty-two to one, that the Younger hand does not take in two certain Cards, which Event happening, he ought not therefore to run the Hazard of so great a Chance, but when his Game is desperate, and does not promise him another Deal.

IX. By the ninth Calculation, as it is twenty-nine to twenty-eight that the Younger-hand takes in one Ace, having none dealt him; the Calculation is the same for any Card out of four certain Cards.

As for EXAMPLE. Suppose you have two *Quarts* dealt you from the King or Queen of any Suit, it is the same Odds of twenty-nine to twenty-eight, but that you take in a Card to make one of them a *Quint*, and therefore you are to discard accordingly.

As also, that you take in either Ace, King, Queen, or Knave of any one Suit, when a Pique or Repique is against you.

X. The tenth Calculation is, that if the Younger-hand has one Ace dealt him, it is twenty-one to one that he does not take in two Aces, and about three to two that he does not take in one of them; which Calculation holds good in the taking

in any three other certain Cards. Therefore, for Example, let us suppose, that as it is but three to two against the Younger-hand's taking in one Card out of three to save a Pique, or a Repique, it would generally be reckoned good Play, either to throw one from his Point, or discard a King, &c. for the Chance of such an Event.

XI. By the eleventh Calculation it is seventeen to three, Younger-hand, against your taking in any one certain Card; therefore the Odds of not succeeding in this Case are so greatly against you, that it ought not to be attempted, especially if the winning or saving the Cards is risked by so doing, except in desperate Cases.

CURIOUS and INSTRUCTIVE CASES.

I. **S**UPPOSE you are a Younger-hand, and that you have the Queen, Knave, Seven, Eight, and Nine of Clubs; also the Seven and Eight of Diamonds, the Seven of Hearts, and the Ten, Nine, Eight, and Seven of Spades, and that the Elder-hand has left a Card;

Quere. How are you to discard, to put it in the Power of the Cards to repique the Elder-hand?

Answer. You are to carry the five Clubs and the four Spades, and to leave a Card; and by taking in the Ace, King, and Ten of Clubs, you repique your Adversary.

II. Suppose you have eight Clubs, the Ace and King of Diamonds, the Ace of Hearts, and the Ace of Spades:

Quere. Whether you repique the Younger-hand or not?

Answer.

Answer. The Younger-hand may have a *Carte-Blanche*, by having three *Quarts* from a Ten, which reckons first, and therefore is not repiqued.

III. What is the highest Number to be made of a Pique?

Answer. Eighty-two Points.

What are the Cards which compose that Number?

Answer. A *Quart-Major* in Clubs, a *Quart-Major* in Diamonds, Ace, King, and Ten of Hearts, with the Ace of Spades.

This is only upon Supposition that the *Quart-Major* is good for every Thing.

IV. What is the highest Number to be made of a Repique and Capot?

Answer. A hundred and seventy Points.

What are the Cards which compose that Number?

Answer. The four *Tierce-Majors*, which are supposed to be good for every Thing.

V. Suppose you are Elder-hand, and that you want eight Points of the Game, and that the Younger-hand wants twenty-three Points; and suppose you have dealt you the Ace, King, and Queen of Clubs; the Ace, King, and Ten of Diamonds; the Ace, Knave, and Nine of Hearts; the Knave, Nine, and Seven of Spades:

Quere. How are you to discard, to prevent any Possibility of the Younger-hand's making twenty-three Points, and he is not to reckon *Carte-Blanche*?

Answer. You are to discard the King and Queen of Clubs, and Knave, Nine, and Seven of Spades, by which Method of discarding you are certain to

make eight Points before the Younger-hand can make twenty-three Points.

VI. Suppose you have the Ace, Queen, and Knave of Clubs, with the King and Ten of Diamonds; and suppose your Adversary has the Ace, Queen, and Knave of Diamonds, and the King and Ten of Clubs, your Adversary being to lead, is to make five Points, or to lose the Game:

Quere. How shall you play to prevent him from making of five Points?

Answer. When he plays his Ace of Clubs, you are to play your King of Clubs; by which Means he can only make four Points.

VII. *A* and *B* play a Party at Piquet.

They are one Game each of the Party.

A has it in his Power to win the second Game; but then he is Younger-hand at the Beginning of the next Game.

A has it also in his Power to reckon only ninety-nine Points of the second Game, and *B* is to be seventy:

Quere. Whether it is *A*'s Interest to win the second Game, or not?

Answer. It is *A*'s Interest to win the second Game, in the Proportion of fourteen to thirteen in his Favour.

Some COMPUTATIONS for laying Wagers.

I. IT is five to four that the Elder-hand wins the Game.

II. It is about two to one that the Elder-hand does not lurch the Younger-hand.

III. It

III. It is near four to one that the Younger-hand does not lurch the Elder-hand.

Suppose A and B make a Party at PIQUET.

I. *A* has the Hand: what are the Odds that *A* wins the Party?

Answer. About twenty-three to twenty.

II. If *A* has one Game, and *B* one Game, he who is Eldest-hand has above five to four to win the Party.

III. If *A* has two Games Love before they cut for the Deal, the Odds are above four to one that he wins the Party.

IV. If *A* has two Games Love, and *A* has the Hand, the Odds are about five to one that he wins the Party.

V. If *B* has the Hand when *A* is two Love, the Odds in Favour of *A* are about three and a half to one.

VI. If *A* has two Games, and *B* one, before they cut, the Odds in Favour of *A* are above two to one.

VII. If *A* has the Hand, and two Games to one, the Odds are about eleven to four.

VIII. If *B* has the Hand, when *A* has two Games to one, the Odds in Favour of *A* are about nine to five.

IX. If *A* is one Game Love, and Elder-hand, the Odds in Favour of *A* are about seventeen to seven.

X. If *A* has one Game Love, and Younger-hand, the Odds in Favour of *A* are about two to one.

LAWS

LAWS of the GAME of PIQUET.

I. THE Elder-hand is obliged to lay out one Card.

II. If the Elder-hand takes in one of the three Cards which belong to the Younger-hand, he loses the Game.

III. If the Elder-hand, in taking his five Cards, should happen to turn up a Card belonging to the Younger-hand, he is to reckon nothing that Deal.

IV. If the Elder or Younger-hand play with thirteen Cards, he counts nothing.

V. If the Elder-hand has thirteen Cards dealt him, it is in his Option whether he will stand the Deal or not; and if he chuses to stand the Deal, he is to discover it, and to discard five Cards, and to take in four only.

VI. If the Elder or Younger-hand reckons what they have not, they count nothing.

VII. If the Elder-hand touches the Stock after he has discarded, he cannot alter his Discard.

VIII. If a Card is faced, and it happens to be discovered, either in the dealing or in the Stock, there must be a new Deal, unless it be the bottom Card.

IX. If the Dealer turns up a Card in dealing, belonging to the Elder-hand, it is in the Option of the Elder-hand to have a new Deal.

X. If the Younger-hand takes in five Cards, it is the Loss of the Game, unless the Elder-hand has left two Cards.

XI. If the Elder-hand calls forty-one for his Point, which happens to be a *Quart-Major*, and it is allowed

to be good, and only reckons four for it, and plays away, in this Case he is not entitled to count more.

XII. If the Elder-hand shews a *Point*, or a *Quart*, or *Tierce*, and asks if they are good, and afterwards forgets to reckon any of them, it bars the Younger-hand from reckoning any of equal Value.

XIII. *Carte-Blanche* counts first, and consequently saves Piques and Repiques. It also piques and repiques the Adversary, in the same Manner, as if those Points were reckoned in any other Way.

XIV. *Carte-Blanche* reckons before any Thing else, but need not be shewn till the Adversary has first discarded; only, if you are Elder-hand, you must bid the Younger-hand to discard for *Carte-Blanche*; which, after he has done, you shew your *Blanche* by counting your Cards down one after another.

XV. You are to cut two Cards at the least.

XVI. If you call a *Point*, and do not shew it, you reckon nothing for it; and the Younger-hand may shew and reckon his *Point*.

XVII. If you play with eleven Cards, or fewer, no Penalty attends it.

XVIII. If the Elder-hand leaves a Card, and after he has taken in, he happens to put to his Discard the four Cards taken in, they must remain with his Discard, and he only play with eight Cards, viz. those added to his Discard.

XIX. If the Younger-hand leaves a Card or Cards, and mixes it with his Discard before he has shewn it to the Elder-hand, who is first to tell him what he will play, the Elder-hand is entitled to see his whole Discard.

XX. If

XX. If the Younger-hand leaves a Card or Cards, and does not see them, nor mixes them to his Discard, the Elder-hand has no Right to see them; but then they must remain separate whilst the Cards are playing, and the Younger hand cannot look at them neither all that while.

XXI. If the Younger-hand leaves a Card or Cards, and looks at them, the Elder-hand is entitled to see them, first declaring what Suit he will lead.

XXII. If the Dealer deals a Card too many, or too few, it is in the Option of the Elder-hand to have a new Deal; but if he stands the Deal, he must leave three Cards for the Younger-hand.

XXIII. You are, in the first Place, to call your Point; and if you have two Points, if you design to reckon the highest, you are to call that first, and are to abide by your first Call.

XXIV. You are to call your *Tierces*, *Quarts*, *Quints*, &c. next; and to call the highest of them, in case you design to reckon them.

XXV. You are to call a *Quatorze* preferable to three Aces, &c. if you design to reckon them.

XXVI. If you call a *Tierce*, having a *Quart* in your Hand, you must abide by your first Call.

THE GAME OF CHESS.

THE Chess-Board contains sixty-four Squares. The King and his Officers, being eight Pieces, are placed upon the first Line of the Board, the white Corner of it being towards your Right-hand.

The white King must be upon the fourth black Square. The black King upon the fourth white Square: Opposite to each other.

The white Queen must be upon the fourth white Square, on the left of her King. The black Queen upon the fourth black Square, on the Right of her King.

The Bishops must be placed on each Side of the King and Queen.

The Knights must stand on each Side of the Bishops.

The Rooks in the two Corners of the Board, next to the Knights.

The eight Pawns, to be placed upon the eight Squares of the second Line.

The Pieces, and Pawns, on the side of the King, take their Names from him, as those on the Side of the Queen do from her, and are called the Pawns of the Bishop of the King, or of the Bishop of the Queen, &c.

The

The Squares are named from the Pieces, viz. Where the King stands, is called the Square of the King; Where his Pawn stands, is called the second Square of the King; that before the Pawn is called the third Square of the King, that beyond it is called the fourth Square of the King, and so of all the rest.

The King moves every Way, but only one Square at a Time.

The King may leap once in the Game, either on his own Side, or on the Side of his Queen, (viz. the Rook is moved into the next Square to the King; and the King moves to the Square on the other Side of him, which is also called castling :) Provided nevertheless no Piece is between him and the Rook; nor after this Rook hath been moved; nor after the King hath been moved; nor when the King is in Check; nor when the Square, over which he means to leap, is viewed by an adverse Man, who would check him in his Passage.

The Kings must always be one Square distant from each other.

The Queen hath the move of the Rook, and the Bishop. She moves in a straight Line, and also angularly.

The Bishops move only angularly.

The Knights move obliquely, upon every third Square, including that which they stood on, from black to white, and from white to black, over the Heads of the Men.

The Rooks move in a right Line.

A Pawn moves in a straight Line forward, and takes the Enemy angularly. He may be moved two Squares the first Move.

If the Square over which your Pawn leaps, is viewed by a contrary Man, that Man may take the Pawn in his Passage, and then he must place himself in the Square over which the Pawn leaps.

After the first Move, a Pawn can only move one Square at a Time. All the rest of the Men move forward or backward.

When a Pawn gets at the Head of the Board upon the first Line of the Adversary, he may be changed for any one of the Pieces, which you have lost in the Course of the Game.

The Men take the Adversary's Men, who stand in their Way, provided the Road lies open to them; or they may refuse it if they think proper.

You must set down your Man in the same Square in which you take the contrary Man.

The men can move the whole Length or Breadth of the Board, or from one Angle to the other, except the King, Knights, and Pawns.

When the Adversary King is in a Situation to be taken by you, you must say *Check* to him; by which you give him warning to defend himself, either by changing his Place, or by covering himself with one of his own Men, or by taking the Man who assaults him: if he can do none of these Things, he is *check-mated*.

The King cannot change his Square, if he by so doing goes into Check.

When the King has no Man whom he can play, and is not in Check, yet is so blocked up, that he cannot move without going into Check, this Position is called a *Stale-Mate*. In this Case the King who is stale-mated wins the Game.

RULES

RULES *and* OBSERVATIONS *for* CHESS.

By Mr. HOYLE.

I. **Y**OU ought to move your Pawns before you stir your Pieces, and afterwards to bring out your Pieces to support them; therefore the Kings, Queens, and Bishops Pawns should be the first played, in order to open your Game well.

II. You are not, therefore, to play out any of your Pieces early in the Game, because you thereby lose Moves, in case your Adversary has it in his Power, by playing a Pawn upon them, to make them retire, and also opens his Game at the same Time; especially avoid playing your Queen out, till your Game is tolerably well opened.

III. Avoid giving useless Checks, and never give any unless you thereby gain some Advantage, because you may lose the Move if he can either take or drive your Piece away.

IV. Never crowd your Game by having too many Pieces together, for fear of choaking up your Passage, so as to hinder your advancing or retreating your Men as occasion may require.

V. If your Game happens to be crowded, endeavour to free it by making Exchanges of Pieces or Pawns, and castle your King as soon as you conveniently can.

VI. Endeavour to crowd the Adversary's Game which is to be done thus: When he plays out his Pieces before he does his Pawn, you are to attack them as soon as you can with your Pawns, by which you may make him lose Moves, and consequently crowd him.

VII. Never

VII. Never attack the Adversary's King without a sufficient force; and if he attacks your King, and you have it not in your Power to attack his, you are to offer exchanges with him; and if he retires, when you present a Piece to exchange, he may lose a Move, and consequently you gain an Advantage.

VIII. Play your Men in so good Guard of one another, that if any Man you advance be taken, the adverse Piece may also be taken by that which guarded yours; and for this Purpose, be sure to have as many Guards to your Piece, as you see your Adversary advances Pieces upon it; and if you can, let them be of less value than those he assails with. If you find that you cannot well support your Piece, see if by attacking one of his that is better, or as good, you cannot thereby save yours.

IX. Never make an Attack but when well prepared for it, nor give useless Checks, for thereby you open your Adversary's Game, and make him ready prepared to pour in a strong Attack upon you, as soon as your weak one is over.

X. Never play any Man till you have examined whether you are free from Danger by your Adversary's last Move; nor offer to attack till you have considered what Harm he would be able to do you by his next Moves, in Consequence of yours, that you may prevent his Designs, if hurtful, before it be too late.

XI. When your Attack is in a prosperous Way, never be diverted from pursuing your Scheme (if possible) on to giving him Mate, by taking any Piece, or other Advantage, your Adversary may purposely throw in your Way, with the Intent
that

that by your taking that Bait he might gain a Move that would make your Design miscarry.

XII. When you are pursuing a well-laid Attack, but find it necessary to force your Way through your Adversary's Defence, with the Loss of some Pieces; if, upon counting as many Moves forward as you can, you find a Prospect of Success, rush on boldly, and sacrifice a Piece or two to gain your End: These bold Attempts make the finest Games.

XIII. Never let your Queen stand so before your King, as that your Adversary, by bringing a Rook or a Bishop, might check your King if she were not there, for you might hardly chance to save her.

XIV. Let not your Adversary's Knight (especially if duly guarded) come to check your King and Queen, or your King and Rook, or your Queen and Rook, or your two Rooks, at the same Time; for in the two first Cases, the King being forced to go out of Check, the Queen or the Rook must be lost; and in the two last cases, a Rook must be lost, at best, for a worse Piece.

XV. Take Care that no guarded Pawn of your Adversary's fork two of your Pieces.

XVI. When the Kings have castled on different Sides of the Board, the Adversary must advance upon the other King the Pawns he has on that Side of the Board, taking Care to bring his Pieces, especially his Queen and Rooks, to support them; and the King that has castled, is not to stir his three Pawns till forced to it.

XVII. In playing the Game, endeavour to have a Move as it were in Ambuscade; what is meant by it is, to place the Queen, Bishop, or Rook behind

hind a Pawn, or a Piece, in such a Manner, as that upon playing that Pawn, or Piece, you discover a Check upon your Adversary's King, and consequently may often get a Piece, or some other Advantage by it.

XVIII. Never guard an inferior Piece with a better, if you can do it with a Pawn, because that better Piece may in that Case be, as it were, out of Play; for the same Reason, you ought not to guard a Pawn with a Piece, if you have it in your Power to guard it with a Pawn.

XIX. A Pawn passed, and well supported, often costs the Adversary a Piece. And if you play to win the Game only, whenever you have gained a Pawn, or any other Advantage, and are not in Danger of losing the Move thereby, make as frequent Exchanges of Pieces as you can.

XX. If you have three Pawns each upon the Board, and no Piece, and you have one of your Pawns on one Side of the Board, and the other two on the other Side, and your Adversary's three Pawns are opposite to your two Pawns, march with your King, as soon as you can, to take his Pawns; and if he goes with his King to support them, go on to Queen with your single Pawns; and if he goes to hinder him, take his Pawns, and push the others to Queen. This shews the Advantage of a passed Pawn.

XXI. At the latter End of a Game, each Party having only three or four Pawns on different Sides of the Board, the Kings are to endeavour to gain the Move, in order to win the Game. For Example: If you bring your King opposite to your Adversary's King,

King, with only one House between you, you will have gained the Move.

XXII. When your Adversary has his King and one Pawn on the Board, and you have your King only, you will never lose that Game, if you can bring your King to be opposite to your Adversary's, when he is immediately either before or on one Side of his Pawn, and there is only one House between the Kings.

XXIII. When your Adversary has a Bishop and one Pawn on the Rook's Line, and his Bishop is not of the Colour that commands the Corner-house his Pawn is going to, and you have only your King, if you can get into that Corner, you cannot lose that Game, but may win it by a Stale.

XXIV. When you have greatly the Disadvantage of the Game, having only your Queen left in Play, and your King happens to be in the Position of Stale-Mate, keep giving Check to your Adversary's King, always taking Care not to check him where he can interpose any of his Pieces that make the Stale; so doing, you will at last force him to take your Queen, and then you win the Game by being in a Stale-Mate.

XXV. Never cover a Check with a Piece that a Pawn pushed upon it may take, for fear of only getting that Pawn for it.

XXVI. Always take Care that your Adversary's King has a Move, for fear of giving a Stale-Mate; therefore do not crowd him up with your Pieces, lest you inadvertently give one.

Expla-

*Explanations and Applications of some of the foregoing
RULES and OBSERVATIONS.*

I. **W**HETHER you play the open Game, or the close Game, be sure you bring out all your Pieces into Play before you begin to attack; for if you do not, and your Adversary does, you will always attack, or be attacked, at a great Disadvantage: This is so essential, that you had better forego an Advantage than deviate from it; and I may venture to pronounce, that no Person can ever play well at this Game, that does not put this Rule strictly in Practice: and do not let any Body imagine, that these preparatory Moves are useless, because he does not receive an immediate Advantage from them; they are just as necessary, as it is at Whist to deal thirteen Cards round before you begin to play. In order to bring out your Pieces properly, I would advise to push on your Pawns first, and support them with your Pieces; and you will receive this Advantage from it, that your Game will not be crowded: I mean by this, that all your Pieces will be at Liberty to play and assist each other, and so co-operate towards obtaining your End: and this farther is to be observed, that, either in your Attack or Defence, you bring them out so as not to be drove back again.

II. When you have brought out all your Pieces, as I have premised, which you will have done very well, especially, if you have your Choice on which Side to castle (which I would always advise to do) I would then pause a while, and consider thoroughly my own and my Adversary's Game, and from his
H Situation,

Situation, and observing where he is weakest, I would not only take my Resolution where to castle, but likewise where to begin my Attack; and it stands to Reason you cannot do it in a better Place than where you are strongest, and your Enemy weakest. By this Method, it is very probable that you will be able to break through your Adversary's Game, in which Fray some Pieces must of Course be exchanged. But now pause again and survey both Games attentively, and do not let your Impetuosity hurry you on too far with this first Success; and my Advice to you now in this critical Juncture (especially if you still find your Adversary pretty strong) is to rally your Men again, and put them in good Order for a second or third Attack, if needful, still keeping your Men close and connected together, so as to be of Use to each other: For want of this Method, and a little Coolness, I have often seen an almost sure Victory snatched out of a Player's Hands, and a total Overthrow ensue. But if, after all, you cannot penetrate so far as to win the Game, nevertheless, by observing these Directions, I apprehend you may still be very sure of having a well-disposed Game; and this brings me to the third Part of the Game, which is the Conclusion.

III. And now that I am come to the last Period of the Game, which abounds also with Difficulties and Niceties, it must be observed, where your Pawns are strongest, best connected together, and nearest to Queen, you must likewise mind how your Adversary's Pawns are disposed, and in what Degree of Preferment they are, and compare these Things together; and if you find you can get to Queen before him, you must proceed without Hesitation; if

if not, you must hurry on with your King to prevent him: I speak now, as supposing all the Noblemen are gone; if not, they are to attend your Pawns, and likewise to prevent your Adversary from going to Queen.

Some general RULES, by Way of Corroboration and Supplement to what has been already said.

I. **D**ON'T be too much afraid of losing a Rook for an inferior Piece: My Reason is this; although a Rook is better than any other, except the Queen, yet it seldom comes into Play, so as to operate, until the end of the Game; and therefore it happens very often, that it is better to have a less good Piece in Play than a better out.

II. When you have moved a Piece, so that your Adversary drives you away with a Pawn, take it for granted (generally speaking) that it is a bad Move, your Enemy gaining that double Advantage over you of advancing himself, and making you retire; I think this deserves Attention; for although the first Move may not be much, between equal and good Players, yet the Loss of one or two more, after the first, makes the Game almost irretrievable. Also, if you defend and can recover the Move, or the Attack (for they both go together) you are in a fair Way of winning.

III. If you make such a Move as that, having Liberty to play again, you can make nothing of it, take it for granted, it is an exceeding bad one; for at this nice Game no Move can be indifferent.

IV. If your Game is such, that you have scarce any Thing to play, it is your own fault, either for having brought out your Pieces wrong, or, which is worse, not at all; for if you have brought them out right, you must have Variety enough to play.

V. Don't be too much afraid of doubling a Pawn; three Pawns together are strong, but four, that make a Square, with the Help of other Pieces, well managed, make an invincible Strength, and probably, in Time of Need, may produce you a Queen: on the other Side, two Pawns, with an Interval between, are no better than one; and if, imprudently, you should have three over each other in a Line, your Game cannot be in a worse Situation: Examine this on the Table, and the Truth of it will strike you. Your Business therefore is, to keep your Pawns close cemented and connected together; and it must be great Strength on the other Side that can overpower them.

VI. When a Piece is so attacked as that you cannot save it, give it up, and bestow your Thoughts how to annoy your Enemy in another Place, whilst he is taking it; for it very often happens, that whilst your Adversary is running madly after a Piece, you either get a Pawn or two, or such a Situation as ends in his Destruction.

VII. Supposing your Queen and another Piece are attacked at the same Time, and that by removing your Queen, you must lose your Piece: in this Case, if you can get two Pieces in Exchange for your Queen, I would advise you rather to do it than retire; for observe, it is the Difference of three Pieces, which is more than the Worth of a Queen; besides that you keep your Game entire, and pre-
serve

serve your Situation, which very often is better than a Piece; nay, rather than retire, I would give my Queen for a Piece, and a Pawn or two, nay, almost for what I can get; for do but observe, amongst good Players, this one Thing (to convince you this Advice is not bad) that when the Attack and Defence is thoroughly formed, and every Thing prepared for the Storm, if he that plays first is obliged by the Act of the Person that defends to retire, it generally ends in the Loss of the Game of the attacked Side.

VIII. Do not aim at changing without Reason; it is so far from being right, that a good Player will take this Advantage of it, that he will spoil your Situation, and mend his own: But in these following Cases it is quite right; when you are strongest, especially by a Piece, then every Time you change, your Advantage increases; this is so plain, it needs no Argument. Again, when you have played a Piece, and your Adversary opposes one to you, change directly, for it is plain he wants to remove you; prevent him, therefore, and do not lose the Move.

IX. Every now and then I would have you cast up your Game, and make the Balance, then take your Measures accordingly.

X. At the latter End of the Game especially, remember your King is a capital Piece, and do not let him be idle; it is by his Means, generally, you get the Move and the Victory.

XI. Observe this also, that as the Queen, Rook, and Bishop, operate at a Distance, it is not always necessary in your Attack to have them near your

Adversary's King; they do better at a Distance, cannot be drove away, and prevent a Stale-Mate.

XII. When you have a Piece that you can take, and that cannot escape you, do not be in a Hurry; see where you can make a good Move elsewhere, and take it at your Leisure.

XIII. It is not always right to take your Adversary's Pawn with your King, for very often it happens to be a Safeguard and Protection to your King.

XIV. When you can take a Man with different Pieces, do not do it with the first that occurs, but consider thoroughly with which you had best take it.

The LAWS of CHESS.

I. **I**F you touch your Man you must play it, and if you quit it you cannot recall it.

II. If by Mistake, or otherwise, you play a false Move, and your Adversary takes no Notice of it till he hath played his next Move, neither of you can recall it.

III. If you misplace your Men, and play two Moves, it lieth in your Adversary's Power, or Choice, whether he will permit you to begin the Game or not.

IV. If the Adversary playeth or discovereth a Check to your King, and gives no Notice of it, you may let him stand so till he gives Notice.

V. After your King has moved, you cannot castle.

T H E

GAME OF BACK-GAMMON.

THIS Game is played by two Persons, upon a Table divided into two Parts, upon which there are twenty-four black and white Points. Each Adversary has fifteen Men, black and white, to distinguish them, and are disposed of thus: Supposing you play into the Right-hand Table, two upon the Ace-Point in your Adversary's Table, five upon the Six-Point in the opposite Table, three upon the Cinque-Point in the hithermost Table, and five on the Six-Point in your own Table, the grand Object is to bring the men round in your own Table; all Throws that contribute towards it, and prevent your Adversary doing the like, are advantageous, and *vice versa*. The first best Throw upon the Dice is esteemed Aces, as it stops the Six-Point in the outer Table, and secures the Cinque in your own, whereby your Adversary's two men upon your Ace-Point cannot get out with either Quatre, Cinque, or Six. Wherefore this Throw is an Advantage frequently asked and given between Players that are not equally skilful.

TREATISE OF BACK-GAMMON.

By MR. HOYLE.

BECAUSE it is necessary for a Learner to know how many Points he ought to throw upon the Two Dice, one Throw with another, we shall take the following Method to demonstrate it.

EXAMPLE. I would know how many Chances there are upon two Dice?

The answer is Thirty-six.

I would also know how many Points there are upon the Thirty-six Chances?

The Answer to which take as follows; *Viz.*

2 Aces	—	4	5 and 4 twice	18
2 Deuces	—	8	5 and 3 twice	16
2 Trois	—	12	5 and 2 twice	14
2 Fours	—	16	5 and 1 twice	12
2 Fives	—	20	4 and 3 twice	14
2 Sixes	—	24	4 and 2 twice	12
6 and 5 twice		22	4 and 1 twice	10
6 and 4 twice		20	3 and 2 twice	10
6 and 3 twice		18	3 and 1 twice	8
6 and 2 twice		16	2 and 1 twice	6
6 and 1 twice		14		

—Points.

Divided by 36 $\left\{ \begin{array}{l} 294 \\ 288 \end{array} \right\}$ 8

6

294 divided by 36, solves the Question; by which it appears, that one Throw with another you may expect to throw 8 upon two Dice.

I would

I would know how many Chances there are upon
2 Dice ?

The Answer is 36, which are as follows :

2 Sixes	—	1	5 and 4 twice	2
2 Fives	—	1	5 and 3 twice	2
2 Fours	—	1	5 and 2 twice	2
2 Trois	—	1	* 5 and 1 twice	2
2 Deuces	—	1	4 and 3 twice	2
* 2 Aces	—	1	4 and 2 twice	2
6 and 5 twice	2		* 4 and 1 twice	2
6 and 4 twice	2		3 and 2 twice	2
6 and 3 twice	2		* 3 and 1 twice	2
6 and 2 twice	2		* 2 and 1 twice	2
* 6 and 1 twice	2			—
				36

Because a Learner may be at a Loss to find out by this Table of 36 Chances, what are the Odds of being hit upon a certain, or flat Die, let him take the following Method.

EXAMPLE. To know the Odds of being hit upon an Ace ?

Look in the Table where you will find thus * marked.

* 2 Aces	—	1	* 3 and 1 twice	2
* 6 and 1 twice	2		* 4 and 1 twice	2
* 5 and 1 twice	2		* 2 and 1 twice	2

Total 11

Which deducted from 36

The remainder is 25

H 5

By

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By this Method it appears, that it is 25 to 11 against hitting an Ace, upon a certain, or flat Die.

The like Method may be taken with any other flat Die, as you have seen with the Ace.

I would know what are the Odds of entering a Man upon 1, 2, 3, 4, or 5 Points?

		<i>Answer.</i>				<i>Reduced.</i>	
		for.	against.	for.	against.	for.	against.
To enter it	{ upon 1 Point is	11	to 25	or about	{ 4	to	9
	{ upon 2 Points	20	16		{ 5		4
	{ upon 3 Points	27	9		{ 3		1
	{ upon 4 Points	32	4		{ 8		1
	{ upon 5 Points	35	1		{ 35		1

I would know what are the Odds of hitting, with any Chance, in the reach of a single Die?

		<i>Answer.</i>				<i>Reduced.</i>	
		for.	against.	for.	against.	for.	against.
To hit	{ upon 1 is	11	to 25	or about	{ 4	to	9
	{ upon 2	12	24		{ 1		2
	{ upon 3	14	22		{ 2		3
	{ upon 4	15	21		{ 5		7
	{ upon 5	15	21		{ 5		7
	{ upon 6	17	19		{ 8½		9½

I would know what are the Odds of hitting with double Dice? which are as follows:

		<i>Answer.</i>				<i>Reduced.</i>	
		for.	against.	for.	against.	for.	against.
To hit	{ upon 7 is	6	to 30	or about	{ 1	to	5
	{ upon 8	6	30		{ 1		5
	{ upon 9	5	31		{ 1		6
	{ upon 10	3	33		{ 1		11
	{ upon 11	2	34		{ 1		17
	{ upon 12 (or 26's)	1	36		{ 1		35

To

To explain farther to a Learner how to make use of the Table of 36 Chances, when at a Loss to find the Odds of being hit upon any certain or flat Die, this second Example is here added to shew how to find by that Table the Odds of being hit upon a 6.

2 Sixes	—	1		6 and 3 twice	2
2 Trois	—	1		6 and 2 twice	2
2 Deuces	—	1		6 and 1 twice	2
6 and 5 twice	2			5 and 1 twice	2
6 and 4 twice	2			4 and 2 twice	2

—
17
—

Which deducted from 36

Remainder is — 19

By the foregoing Example it is evident, that it is 19 to 17 against being hit upon a 6.

The Odds of 2 Love is about 5 to 2.

and of	2 to 1	is 2	1
and of	1 Love	is 3	2

I. **I**F you play three up at Back-gammon, your principal View, in the first Place, is, either to secure your own or your Adversary's Cinque-Point; when that is effected, you may play a pushing Game, and endeavour to gammon your Adversary.

II. The next best Point (after you have gained your Cinque-Point) is to make your Barr-Point, thereby preventing your Adversary's running with 2 Sixes.

H 6

III. After

III. After you have proceeded thus far, you are, in the next Place, to prefer the making your Quatre-Point in your own Tables, rather than the Quatre-Point out of them.

IV. Having gained these Points, you have a fair Chance to gammon your Adversary, if he is very forward: For, suppose his Tables are broke at home, it will be then your Interest to open your Barr-Point, and to oblige him to come out of your Tables with a Six; and having your Men spread, you not only may catch that Man which your Adversary brings out of your Tables, but you will also have a Probability of taking up the Man left in your Tables (upon Supposition that he had two Men there.) And suppose he should have a Blot at home, it will then be your Interest not to make up your Tables; because, if he should enter upon a Blot, which you are to make for the Purpose, you will have a Probability of getting a third Man; which, if accomplished, will give you, at least, 4 to 1 of the Gammon; whereas, if you have only two of his Men up, the Odds is in his Favour that you do not gammon him.

V. If you play for a Hit only, one or two Men taken up of your Adversary's, makes it surer than a greater Number, provided that your Tables are made up.

VI. DIRECTIONS *how to carry your Men home.*

When you carry your Men home, in order to lose no Point, you are to carry the most distant Man to your Adversary's Barr-Point, that being the first Stage you are to place it on; the next Stage is 6 Points farther, *viz.* in the Place where your Adversary's

fary's five Men are first placed out of his Tables; the next Stage is upon the sixth Point in your Tables. This Method is to be pursued till your Men are brought home, except 2, when by losing a Point, you may often save your Gammon, by putting it in the Power of 2 Fives, or 2 Fours, to save it.

VII. If you play to win a Hit only, you are to endeavour to gain either your own or your Adversary's Cinque-Point; and if that fails, by your being hit by your Adversary, and you find that he is forwarder than you, in that case you must throw more Men into his Tables. The Manner of doing it is thus: Put a Man upon your Cinque or Barr-Point, and if your Adversary neglects to hit it, you may then gain a forward Game, instead of a back Game; but if he hits you, you must play for a back Game, and then the greater Number of Men which are taken up, makes your Game the better, because you will, by that Means, preserve your Game at home; and you must then always endeavour to gain both your Adversary's Aee and Trois Points, or his Ace and Deuce Points, and take Care to keep three Men upon his Ace-Point, that if you chance to hit him from thence, that Point may remain still secure to you.

VIII. At the Beginning of a Set do not play for a back Game, because by so doing you would play to a great Disadvantage, running the Risque of a Gammon to win a single Hit.

DIREC^t

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DIRECTIONS for playing, at setting out the 36 Chances of the Dice, when you are to play for a Gammon, or for a single Hit.

I. **T**WO Aces, to be played on your Cinque-point and Barr-point, for a Gammon or for a Hit.

II. Two Sixes, to be played on your Adversary's Barr-point, and on your own Barr-point, for a Gammon, or for a Hit.

III. *Two Trois, two to be played on your Cinque-point, and the other two on your Trois-point in your own Tables, for a Gammon only.

IV. †Two Deuces, to be played on your Quatre-point in your own Tables, and two to be brought over from the five Men placed in your Adversary's Tables, for a Gammon only.

V. ‡Two Fours, to be brought over from the five Men placed in your Adversary's Tables, and to be put upon the Cinque-point in your own Tables, for a Gammon only.

VI. Two Fives, to be brought over from the five Men placed in your Adversary's Tables, and to be put upon the Trois-point in your own Tables, for a Gammon, or for a Hit.

VII. Size-ace, you are to take your Barr-point, for a Gammon, or for a Hit.

VIII. Size-deuce, a Man to be brought from the five Men placed in your Adversary's Tables, and to be placed on the Cinque-point in your own Tables, for a Gammon, or for a Hit.

IX. Six and Three, a Man to be brought from your Adversary's Ace-point, as far as he will go, for a Gammon, or for a Hit.

X. Six

X. Six and Four, a Man to be brought from your Adversary's Ace-point, as far as he will go, for a Gammon, or for a Hit.

XI. Six and Five, a Man to be carried from your Adversary's Ace-point, as far as he can go, for a Gammon, or for a Hit.

XII. Cinque and Quatre, a Man to be carried from your Adversary's Ace-point, as far as he can go, for a Gammon, or for a Hit.

XIII. Cinque-trois, to make the Trois-point in your Table, for a Gammon, or for a Hit.

XIV. Cinque-deuce, to play two Men from the five placed in your Adversary's Tables, for a Gammon, or for a Hit.

XV. *Cinque-ace, to bring one Man from the five placed in your Adversary's Tables for the Cinque, and to play one Man down on the Cinque-point in your own Tables for the Ace, for a Gammon only.

XVI. Quatre-trois, two Men to be brought from the five placed in your Adversary's Tables, for a Gammon, or for a Hit.

XVII. Quatre-deuce, to make the Quatre-point in your own Tables, for a Gammon, or for a Hit.

XVIII. †Quatre-ace, to play a Man from the five placed in your Adversary's Tables for the Quatre, and for the Ace to play a Man down upon the Cinque-point in your own Tables, for a Gammon only.

XIX. Trois-deuce, two Men to be brought from the five placed in your Adversary's Tables, for a Gammon only.

XX. Trois-ace, to make the Cinque-point in your own Tables, for a Gammon, or for a Hit.

XXI. *Deuce-

XXI. *Deuce-ace, to play one Man from the five Men placed in your Adversary's Tables for the Deuce; and for the Ace, to play a Man down upon the Cinque-point in your own Tables, for a Gammon only.

DIRECTIONS *how to play the Chances that are marked thus (*) when you are only to play for a Hit.*

I. ***T**WO Trois, two of them are to be played on your Cinque-point in your own Tables, and with the other two you are to take the Quatre-point in your Adversary's Tables.

II. †Two Deuces, two of them are to be played on your Quatre-point in your own Tables, and with the other two you are to take the Trois-point in your Adversary's Tables.

The two foregoing Cases are to be played in this Manner, for this Reason, *viz.* that thereby you avoid being shut up in your Adversary's Tables, and have the Chance of throwing high Doublets, to win the Hit.

III. *Two Fours, two of them are to take your Adversary's Cinque-point in his Tables; and for the other two, two Men are to be brought from the five placed in your Adversary's Tables.

IV. *₁. Cinque-ace, play the Cinque from the five Men placed in your Adversary's Tables, and play the Ace from your Adversary's Ace-point.

V. *₂. Quatre-ace, play the Quatre from the five Men placed in your Adversary's Tables, and play the Ace from the Men on your Adversary's Ace-point.

VI. *₃. Deuce-

VI. *3. Deuce-Ace, play the Deuce from the five Men placed in your Adversary's Tables, and play the Ace from your Adversary's Ace-point.

N. B. The three last Chances are played in this Manner, for the following Reason: By laying an Ace down in your Adversary's Tables, you have a Probability of throwing Deuce-ace, Trois-deuce, Quatre-trois, or Size-cinque, in two or three Throws; in any of which Cases you are to take a Point, which gives you vastly the better of the Hit.

You may observe by the Directions given in this Chapter, that you are to play nine Chances out of the thirty-six in a different Manner, for a single Hit, to what you would do when playing for a Gammon.

Some OBSERVATIONS, HINTS, and CAUTIONS.

I. **B**Y the Directions given to play for a Gammon, you are voluntarily to make some Blots, the Odds being in your Favour, that they are not hit; but should it so happen, that any Blot is hit, as in this Case you will have three Men in your Adversary's Tables, you must then endeavour to secure your Adversary's Cinque, Quatre, or Trois-point, to prevent a Gammon, and must be very cautious how you suffer your Adversary to take up a fourth Man.

II. Take Care not to crowd your Game at any Time, if possible. What is meant by crowding a Game, is the putting many Men either upon your Trois or Deuce-point in your own Tables; which is, in Effect, losing of those Men by not having them in Play.

Besides,

Besides, by crowding your Game, to attempt to save a Gammon, you are often gammoned; because when your Adversary finds your Game open, by being crowded in your own Tables, he may then play his Game as he thinks fit.

III. By Recourse had to the Calculations, you may know what are the Odds of your entering a single Man upon any certain Number of Points, and by that Means you may play your Game accordingly.

IV. If you are obliged to leave a Blot, by Recourse had to the Calculations for hitting it, you will find the Chances for and against you: and consequently you will be enabled to judge how to play your Game to the greatest Advantage.

V. You will also find by the Calculations, the Odds for and against you, upon being hit by double Dice, and consequently you will have it in your Power to chuse such a Method of Play as is most to your Advantage.

VI. If it is necessary to make a Run, in order to win a Hit, and you would know to a Point which is forwardest, your Adversary or you, take the following Method:

Begin with reckoning how many Points you must have to bring home to your Size-point in your own Tables the Man that is at the greatest Distance from it, and do the like by every other Man that is abroad; when the Numbers of those Absentees are summed up, add to them the following Numbers for those already on your own Tables (supposing the Men that were abroad as on your Size-point for bearing) namely, six for every Man on the Size-point,

point, five for every Man on the Cinque-point, four for every Man on the Quatre-point, three for every Man on the Trois-point, two for every Man on the Deuce-point, and one for every Man on your Ace-point. Do the like to your Adversary's Game, and then you will know which of you is forwardest, and likeliest to win the Hit.

OBSERVATIONS and DIRECTIONS for a Learner that has made some Progress at Back-Gammon; particularly DIRECTIONS for BEARING his Men.

I. IF your Adversary is greatly before you, never play a Man from your Quatre, Trois, or Deuce-points, in order to bear that Man from the Point where you put it, because that nothing but high Doublets can give you any Chance for the Hit: Therefore instead of playing an Ace or a Deuce from any of the aforesaid Points, always play them from your Size or highest Point; by which Means you will find, that throwing two Fives, or two Fours, will, upon having eased your Size and Cinque-points, be of great Advantage to you: Whereas had your Size-point remained loaded, you must perhaps, be obliged to play at length those Fives and Fours.

II. Whenever you have taken up two of your Adversary's Men, and that you happen to have two, three, or more Points made in your own Tables, never fail spreading your Men, in order either to take a new Point in your Tables, or to be ready to hit the Man your Adversary may happen to enter.

As

As soon as he enters one of his Men, you are to compare his Game with yours; and if you find your Game equal to his, or better, never fail taking his Man up if you can, because it is 25 to 11 against his hitting you; which Chance being so much in your Favour, you ought always to run that Risque, when you have already two of his Men up.

There is this Exception to this Rule, that if you play for a single Hit only, and that your playing that Throw otherwise gives you a better Chance for the Hit, you ought not to take up that Man.

III. Never be deterred from taking up any one Man of your Adversary's by the Apprehension of his hitting you with double Dice, because the fairest Probability your Adversary has of hitting you, is 5 to 1 against him.

IV. If you should happen to have five Points in your Tables, and to have taken up one of your Adversary's Men, and are obliged to leave a Blot out of your Tables, take Care if it is in your Power, rather to leave it upon Doublets, than any other Chance, because Doublets are 35 to 1 against his hitting you, and any other Chance is but 17 to 1 against him.

V. Two of your Adversary's Men in your Tables are better for a Hit, than any greater Number, provided your Game is forwardest; because his having three or more Men in your Tables, gives him more Chances to hit you, than if he had only two Men in them.

VI. If you are to leave a Blot upon your entering of a Man upon your Adversary's Tables, or otherwise, and have it in your Choice to leave it upon

upon what Point you please, always chuse that which is the most disadvantageous to him. To illustrate this by an Example; let us suppose it is his Interest to hit you or take you up as soon as you enter, in that Case you are to leave the Blot upon his lowest Point; that is to say, upon his Deuce-point, rather than upon his Trois-point, or upon his Trois-point preferably to his Quatre-point; or upon his Quatre-point preferably to his Cinque-point; because (as has been mentioned before) all the Men your Adversary plays upon his Trois or his Deuce-points are deemed as lost, being in a great Measure out of Play, those Men not having it in their Power to make his Cinque-point, and consequently his Game will be crowded there and open elsewhere, whereby you will be able also much to annoy him.

VII. To prevent your Adversary from bearing his Men to the greatest Advantage, when you are running to save your Gammon; as for instance, suppose you should have two Men upon his Ace-point, and several other Men abroad, though you should lose one Point or two in putting your Men into your Tables, yet it is your Interest to leave a Man upon your Adversary's Ace-point; which will have this Consequence, that it will prevent his bearing his Men to his greatest Advantage, and will also give you the Chance of his making a Blot, which you may chance to hit. But if upon a Calculation, you find that you have a Throw, or a Probability of saving your Gammon, never wait for a Blot, because the Odds are greatly against hitting it.

CASES,

CASES, put by Way of Example, to shew how to calculate the Odds of saving or winning a Gammon.

I. **S**UPPOSE your Tables are made up, and that you have taken up one of your Adversary's Men; and suppose your Adversary has so many Men abroad as require three Throws to put them in his Tables:

Quere. Whether you have the better of a Gammon or not?

Answer. It is about an equal Wager that you gammon him.

Because, in all Probability, you will have bore two Men before you open your Tables, and when you bear the third Man, you will be obliged to open your Size or Cinque-Point; in that Case it is probable, that your Adversary must take two Throws before he enters his Man in your Tables, and two Throws more before he puts that Man into his own Tables, and three Throws more to put into his own Tables the Men which he has abroad, which in all make seven Throws: And as you have twelve Men to bear, these probably will take seven Throws in bearing, because you may twice be obliged to make an Ace, or a Deuce, before you can bear all your Men.

N. B. No Mention is made of Doublets of either Side, that Event being equal to each Party.

The foregoing Case being duly attended to, shews it is in your Power to calculate very nearly the Odds of saving or winning a Gammon upon most Occasions.

II. Suppose I have three Men upon my Adversary's Ace-point, and five Points in my Tables, and that

that my Adversary has all his Men in his Tables, three upon each of his five highest Points :

Quere. Whether the Probability is for his gammoning me, or not ?

Answer.

	<i>Points.</i>
For his bearing 3 Men from his 6 Point,	is 18
from his 5 Point,	— 15
from his 4 Point,	— 12
from his 3 Point,	— 9
from his 2 Point,	— 6
	—
Total	60

To bring my 3 Men from my Adversary's Ace-point, to my Size-point in my Tables, being for each 18 Points, make in all 54

The Remainder is 6

And as, besides the fix Points in your Favour, there is a further Consideration to be added for you, which is, that your Adversary may make one or two Blots in bearing, as is frequently the Case ; you see by this Calculation, that you have greatly the better of the Probability of saving your Gammon.

N. B. This Case is supposed upon an Equality of throwing.

III. Suppose I leave two Blots, either of which cannot be hit but by two double Dice: to hit the one, that Cast must be eight, and to hit the other it must be nine ; by which Means my Adversary has only one Die to hit either of them :

Quere. What are the Odds of his hitting either of these Blots ?

Answer,

Ans. The Chances on two Dice are in all 36

The Chances to hit 8 are,	{	6 and 2 twice,	_____	2
		5 and 3 twice,	_____	2
		2 Deuces,	_____	1
		2 Fours,	_____	1
The Chances to hit 9 are,	{	6 and 3 twice,	_____	2
		5 and 4 twice,	_____	2
		2 Trois,	_____	1
Total Chances for hitting,				11
Remain Chances for not hitting,				25

So that it is 25 to 11 that he will not hit either of those Blots.

IV. To give another Example, let us suppose that I leave two other Blots than the former, which cannot be hit but by double Dice, the one must be hit by eight, and the other by seven :

Quere. What are the Odds of my Adversary's hitting either of these Blots ?

Ans. The Chances on two Dice are in all, 36

The Chances to hit 8 are,	{	6 and 2 twice,	_____	2
		5 and 3 twice,	_____	2
		two Fours,	_____	1
		two Deuces,	_____	1
The Chances to hit 7 are,	{	6 and 1 twice,	_____	2
		5 and 2 twice,	_____	2
		4 and 3 twice,	_____	2
Total Chances for hitting,		_____	12	
Remain Chances for not hitting,		_____	24	
Therefore it is two to one that I am not hit.				

Therefore it is two to one that I am not hit.

The

The like Method is to be taken with three, four, or five Blots upon double Dice; or with Blots made upon double and single Dice at the same Time; you are then only to find out (by the Table of 36 Chances) how many there are to hit any of those Blots, and add all together in one Sum, which subtract from the Number 36, which is the whole of the Chances upon two Dice: So doing resolves any Question required.

V. The following Cases are to shew a Way of calculating, which may be called a mechanical Way of solving of Questions of the like Nature.

I would know what are the Odds of throwing 7 twice, before 10 once?

Answer. It is 5 to 4 that 10 is thrown once before 7 is thrown twice, which is demonstrated as follows:

Suppose the Stake depending is nine Pounds, my first Throw intitles me to have one third Part of that Money, because 7 has six Chances for it, and 10 has but three Chances, and therefore it is two to one.

	<i>l.</i>	<i>s.</i>	<i>d.</i>
For the first Throw, ———	3	0	0
Having taken 3 <i>l.</i> out of the 9 <i>l.</i> for the first Throw, the Remainder is 6 <i>l.</i> out of which a Third Part is to be taken for the second Throw —	2	0	0
The Total is,	5	0	0
Remains,	4	0	0
The whole Stake is	9	0	0
I		VI.	I

VI. I would know what are the Odds of entering a Man upon any certain Point in two Throws?

Answer. Suppose 36 Shillings is the whole Stake depending, I would know what is my Share of that Stake, having laid 18 Shillings that I enter in two Throws? By the Calculations in the Table of 36 Chances, it is found that I have 11 Chances out of the 36 for entering the first Throw, for which therefore I am entitled to 11 out of the 36 Shillings.

	<i>s.</i>	<i>d.</i>
The Stake is,	— 36	0
For the first Throw,	— 11	0
	<hr/>	
Remains,	— 25	0
	<hr/>	

The Remainder being 25 Shillings, is to be divided into 36 equal Parts, of which I am entitled to eleven of those Parts, which make, 7*s.* 7½*d.* for the second Throw,

—	—	7	7	½
		<hr/>		

Adding this to the other 11 Shillings, makes my Share of the Stake to be, 18 7 ½

Then my Adversary's Share will be, 17 4 ½

Total of the Stake, 36 0 0

Therefore it is very nearly 15 to 14 in Favour of entering a Man upon any certain Point in two Throws.

Critical Case for a Back Game.

I. **L**ET us suppose *A* plays the Fore-game, and that all his Men are placed in the usual Manner.

For

For *B*'s Game let us suppose, that 14 of his Men are placed upon his Adversary's Ace-point, and 1 Man upon his Adversary's Deuce-point, and that *B* is to throw :

Quere. Which Game is likeliest to win the Hit?

Answer. *A*'s is the best by Gold to Silver, or 21 for to 20 against; because, if *B* misses an Ace to take his Adversary's Deuce-point, which is 25 to 11 against him, *A* is in that Case to take up *B*'s Men in his Tables, either singly, or to make Points; and if *B* secures either *A*'s Deuce or Trois-point, in that Case, *A* is to lay as many Men down as possible, in order to be hit, that thereby he may get a Back-game.

When you are pretty well versed in the Game of Back-Gammon, by practising this Back-game, you will become a greater Proficient in the Game than by any other Method, because it clearly demonstrates the whole Power of the Back-game.

II. *Back-game.* Let us suppose *A* to have five Men placed upon his Size-point, five Men upon his Quatre-point, and five Men upon his Deuce-point, all in his own Tables :

And let us suppose *B* to have 3 Men placed upon *A*'s Ace-point, 3 Men upon *A*'s Trois-point, and 3 Men upon *A*'s Cinque-point; let *B* also have 3 Men upon his Size-point in his own Tables, and 3 Men placed out of his Tables, in the usual Manner.

Quere. Who has the better of the Hit.

Answer. It is an equal Game; but to play it critically, the Difficulty lies upon *B*, who is, in the first Place to endeavour to gain his Cinque and

Quatre-Points in his own Tables; and when that is effected, he is to play two Men from *A*'s Cinque-point, in order to oblige his Adversary to blot, by throwing an Ace, which, if *B* hits, he will have the fairest Probability of winning the Hit.

III. *Back-game.* Suppose *A* has 3 Men upon *B*'s Ace-point, and 3 Men upon *B*'s Deuce-point, also three Men upon his Size-point in his own Tables, and 3 Men upon his usual Point out of his Tables, and 3 Men where his 5 Men are usually placed in his Adversary's Tables:

And let us suppose *B* has his Men placed in the same Manner, both in his own and his Adversary's Tables, with this Difference only, *viz.* instead of having three Men put upon *A*'s Deuce-point, let them have three Men upon *A*'s Trois-point:

Quere. Who has the best of the Hit?

Answer. *A*; because the Ace and Trois-points are not so good for a Hit, as the Ace and Deuce-points in your Adversary's Tables, for this Reason; because when you are bearing your Men, you have the Deuce-point in your own Tables to play your Men upon, which often prevents your making a Blot, which must happen otherwise to your Adversary; and take Care to lay down Men to be hit as often as you can, in order to keep your Game backward; and for the same Reason, avoid hitting any Blots which your Adversary makes.

IV. *As a Case of Curiosity and Instruction.*

LET us suppose *A* has his 15 Men upon *B*'s Ace-point, *B* is supposed to have his Barr-point, also

also his Size, Cinque, Quatre and Trois-points in his own Tables:

Quere. How many Throws is *A* likely to take to bring his 15 Men into his own Tables, and to bear them?

Answer. You may undertake to do it in seventy-five Throws.

It is Odds in *A*'s Favour that he throws an Ace in two Throws; it is also Odds in *A*'s Favour that he throws a six in two Throws; when these Events happen, *A* has a Probability of not wanting above two or three Throws to play till he has got all his fifteen Men into his own Tables: Therefore by a former Rule laid down to bring your Men home, and also for bearing your Men, you may be able to find out the Probability of the Number of Throws required. *Note,* *B* stands still, and does not play.

V. *Another Case of Curiosity and Instruction.*

Where *A* and *B* shall play as fast as usual, and yet *B* shall make the Hit last, probably, for many Hours.

We will suppose *B* to have bore 13 Men, and that *A* has taken up the two remaining Men.

And let us suppose that *A* has 15 Men in *B*'s Tables, *viz.* three Men upon his Size-point, three upon his Cinque-point, three upon his Quatre-point, three upon his Trois-point, two upon his Deuce-point, and one upon his Ace-point.

The Method which *A* is to take, is this: Let him bring his 15 Men home, by always securing six close Points, till *B* has entered his two Men,

and brought them upon any certain Point; as soon as *B* has gained that Point, *A* must open an Ace, Deuce, or Trois, or all three; which effected, *B* hits one of them, and *A*, taking Care to have two or three Men in *B*'s Tables, is ready to hit that Man; and also, he being assured of taking up the other Man, has it in his Power to prolong the Hit to almost any Length, provided he takes Care not to open such Points as two Fours, two Fives, or two Sixes, but always to open the Ace, Deuce, or Trois-points, for *B* to hit him.

VI. I would know what are the Odds upon two Dice, for throwing two Sixes, two Fives, or two Fours, in three Throws? which, by mechanical Calculation, may be found thus:

Answer. Supposing 36 Shillings to be the Stake depending, the Thrower will be entitled to have for his first Throw — s. d.
3 0

Which deducted out of 36, remains 33; which divided again into 36 Parts, make so many Eleven Pences, out of which the Thrower is to have 3 for his second Throw 2 9

The Remainder, 30 Shillings and 3 Pence, is again to be divided into 36 Parts; dividing the 30 Shillings so, make so many Ten Pences, and the 3 Pence divided into so many Parts, make so many thirds of Farthings, of which the Thrower is to have 3 Parts for his Share for his third Throw — 2 6½

Total for the Thrower, 8 3½

So

So that it is 27s. 8d. $\frac{3}{4}$ to 8s. 3d. $\frac{1}{4}$ against the Thrower; which, reduced into the smallest Number, is very nearly as 10 to 3, that two Sixes, two Fives, or two Fours, are not thrown in two Throws.

VII. *Back-Game.* Suppose *A* to have 2 Men upon his Size-point in his own Tables, 3 Men upon his usual Point out of his Tables, 2 Men upon the Point where his 5 Men are usually placed in his Adversary's Tables, 5 Men upon his Adversary's Ace-point, and 3 Men upon his Adversary's Quatre-point.

And let us suppose *B* to have 2 Men upon his Size-point in his own Tables, 3 Men upon his usual Point out of his Tables, 2 Men upon the Point where his 5 Men are usually placed in his Adversary's Tables, 5 Men upon his Adversary's Ace-point, and 3 Men upon his Adversary's Trois-point.

Quere. Who has the fairest Chance to win the Hit?

Answer. *A* has, because he is to play either an Ace or a Deuce, from his Adversary's Ace-point, in order to make both these Points as occasion offers; and having the Quatre-point in his Adversary's Tables, he may more easily bring those Men away, if he finds it necessary, and he will also have a resting Place by the Conveniency of that Point, which at all times in the Game will give him an Opportunity of running for the Hit, or staying, if he thinks proper. Whereas *B* cannot so readily come from the Trois-point in his Adversary's Tables.

I. Let us suppose *A* and *B* place their Men in the following Manner for a Hit:

H 4

Suppose

Suppose *A* to have 3 Men upon his Size-point in his own Tables, 3 Men upon his usual Point out of his Tables, and 9 Men upon his Adversary's Ace, Deuce, and Trois-points, 3 Men to be placed upon each Point; and suppose *B*'s Men to be placed in his own, and in his Adversary's Tables, in the same Order and Manner.

The Result is, that the best Player ought to win the Hit; and the Dice are to be thrown for, the Situation being perfectly equal in *A*'s and *B*'s Game.

If *A* throws first, let him endeavour to gain his Adversary's Cinque-point; when that is effected, let him lay as many Blots as possible, to tempt *B* to hit him; for every time that *B* hits them will be in *A*'s Favour, because it puts him backward; and let *A* take up none of *B*'s Men for the same Reason.

A is always to endeavour to take Care to have three Men upon each of his Adversary's Ace and Deuce-points; because when *B* makes a Blot, these Points will remain secure, and by Recourse had to a former Case (Numb. V. p. 173.) when *A* has bore 5, 6, or more Men, yet *A* may secure 6 close Points out of his Tables, in order to prevent *B* from getting his Man home: And by Recourse had to the Calculations, he may easily find out (in case he makes up his Tables) who has the better of the Hit; and if he finds that *B* is forwardest, he is then to endeavour to lay such Blots to be taken up by his Adversary, as may give him a Chance for taking up another Man, in case *B* should happen to have a Blot at home.

Those who play the foregoing Game well, may be ranked in the first Class.

II. *A Case*

II *A Case of Curiosity.* *A* and *B* play at Back-Gammon; *A* has borne 13 Men, and has 2 Men to bear upon his Deuce-point; *B* has 13 Men in his own Tables, with two Men to enter. *B* is to throw, and to name the Throws both for himself and *A*, but not to hit a Blot of either Side.

Quere. What Throw is *B* to name for both Parties, in order to save his Gammon.

Answer. *B* calls for himself two Aces, which enters his 2 Men upon *A*'s Ace-point. *B* also calls 2 Aces for *A*, and consequently *A* cannot either bear a Man, nor play one; then *B* calls for 2 Sixes for himself, and carries one Man home upon his Size-point in his own Tables, and the other he places upon his Adversary's Barr-point: *B* also calls Size-ace for *A*, so that *A* has one Man left to bear, and then *B* calls for himself either 2 Sixes, 2 Fives, or 2 Fours, any of which bear a Man, in case he has Men in his Tables upon those Points, and to save his Gammon.

III. The following Question is to be attended to, as being critical and instructive.

Suppose that both yours and your Adversary's Tables are made up.

Also that you have 1 Man to carry home, but that he has two Men on your Barr-point to carry home, which lie in wait to catch your Man, and that if you pass him you are to win the Hit: Suppose also that you have it in your Choice to run the Risk of being hit, by 7 or by 8, both of which are Chances upon double Dice:

Quere. Which of these Chances is it best for you to venture?

Answer. That of 7, for the following Reasons:
First, because that the Chances of being hit by 7 or by 8, are equal.

Secondly, If he does not hit 7, you will then have in your Favour 23 Chances to 13, that by your next Throw you either hit him or pass beyond him.

Thirdly. In case your second Throw should happen to be under 7, and that consequently you cannot hit him, yet you may play that Cast at home, and consequently leave the Blot upon double Dice.

Whereas if, on the contrary, you had made Choice of leaving the Blot upon 8, you would have made a bad Choice, for the Reasons following.

First. Because the Chances of being hit by 7 or by 8, are only equal.

Secondly. Because, if you should escape the being hit by 8, yet you would then have but 17 Chances in your Favour, against 19, for either hitting him, or passing beyond him by your next Throw.

Thirdly. In case your second Throw should happen to be Size-ace, which is short of him, you would then be obliged to play the Man that is out of your Tables, not being able to play the Six at home, and consequently to leave a Blot to be hit by a single (or flat) Die; which Event upon Supposition that you play for 18 Shillings a Game, would entitle him to 11 Shillings of the whole Stake depending.

The LAWS of BACK-GAMMON.

1st. **I**F you take a Man from any Point, that Man must be played; the same must be done if two Men are taken from it.

2^d. You are not understood to have played any Man, till you have placed him upon a Point, and quitted him.

3^d. If you play with 14 Men only, there is no Penalty attending it, because by playing with a lesser Number than you are entitled to, you play to a disadvantage, by not having the additional Man to make up your Tables.

4th. If you bear any Number of Men before you entered a Man taken up, and which consequently you was obliged to enter, such Men, so borne, must be entered again in your Adversary's Tables, as well as the Men taken up.

5th. If you have mistaken your Throw, and played it, and if your Adversary has thrown, it is not in your or his Choice to alter it, unless both Parties agree to it.

MR. PAYNE'S

GAME OF DRAUGHTS.

INTRODUCTION.

I. **T**HE Draught Table must be placed with an upper White Corner towards the Right-Hand.

II. The Table being properly placed, I number the White Squares in order from 1 to 32.

III. The Black Pieces are placed upon the first twelve Squares in all the following Games.

IV. The Letters N, C, F, T, at the Head of each Game, stand for *Number Colour, From, To.*

V. For the playing of any Move required, the Numbers may be wrote upon the Board itself, near a Corner of each Square, so as to be easily seen when the Men are placed. Or a Table may be drawn upon Paper or Card, and the Squares numbered as in the following Figure, and such a Table will be a ready Guide to any Move directed.

THE

THE
DRAUGHT TABLE.

	1		2		3		4
5		6		7		8	
	9		10		11		12
13		14		15		16	
	17		18		19		20
21		22		23		24	
	25		26		27		28
29		30		31		32	

GAME

 GAME I.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15	19	B	11,25	37	B	14,18			
2	W	22,18	20	W	32,27	38	W	16,11			
3	B	15,22	2	B	5,14	39	B	7,16			
4	W	25,18	22	W	27,23	40	W	20,11			
5	B	8,11	23	B	6,10	41	B	18,23			
6	W	29,25	24	W	16,12	42	W	11, 8			
7	B	4, 8	25	B	8,11	43	B	23,27			
8	W	25,22	26	W	28,24	44	W	8, 4			
9	B	12,16	27	B	25,29	45	B	27,31			
10	W	24,20	28	W	30,25	46	W	4, 8			
11	B	10,15	29	B	29,22	47	B	31,27			
12	W	27,24	30	W	26,17	48	W	24,20			
*											
13	B	16,19	31	B	11,15	49	B	27,23			
14	W	23,16	32	W	20,16	50	W	8,11			
15	B	15,19	33	B	15,18	51	B	23,18			
16	W	24,15	34	W	24,20	52	W	11, 8			
17	B	9,14	35	B	18,27	53	B	18,15			
18	W	18,9	36	W	31,24	&c.	W	loses.			

* 12 White loses the Game by this Move.

GAME

GAME II.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	5,14		37	B	10,17	
2	W	22,18		20	W	24,19		38	W	21,14	
3	B	15,22		21	B	15,24		39	B	30,25	
4	W	25,18		22	W	28,19		40	W	14, 9	
5	B	8,11		23	B	14,17		41	B	11,15	
6	W	29,25		24	W	32,27		42	W	9, 6	
7	B	4, 8		25	B	10,14		43	B	2, 9	
8	W	25,22		26	W	27,24		44	W	13, 6	
9	B	12,16		27	B	3, 7		45	B	15,18	
10	W	24,20		28	W	30,25		46	W	6, 2	
11	B	10,15		29	B	6, 9		47	B	7,10	
12	W	21,17		30	W	13, 6		48	W	2, 6	
13	B	7,10		31	B	1,10		49	B	10,14	
14	W	27,24		32	W	22,13		50	W	6, 9	
15	B	8,12		33	B	14,18		51	B	25,21	
16	W	17,13		34	W	23,14		52	W	31,26	
17	B	9,14		35	B	16,30		53	B	14,17	
18	W	18, 9		36	W	25,21	&c.			drawn	

GAME

 GAME III.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11, 15	19	B	16, 23	37	B	12, 19			
2	W	22, 18	20	W	26, 10	38	W	24, 8			
3	B	15, 22	21	B	14, 23	39	B	3, 12			
4	W	25, 18	22	W	27, 18	40	W	13, 9			
5	B	8, 11	23	B	6, 15	41	B	14, 18			
6	W	29, 25	24	W	13, 6	42	W	28, 24			
7	B	4, 8	25	B	1, 10	43	B	18, 23			
8	W	25, 22	26	W	31, 26	44	W	24, 19			
9	B	10, 15	27	B	5, 9	45	B	23, 27			
10	W	24, 20	28	W	26, 23	46	W	19, 15			
11	B	12, 16	29	B	9, 13	47	B	27, 32			
12	W	21, 17	30	W	23, 19	48	W	15, 11			
13	B	7, 10	31	B	13, 17	49	B	32, 27			
14	W	17, 13	32	W	22, 13	50	W	9, 5			
15	B	8, 12	33	B	15, 22	51	B	27, 23			
16	W	28, 24	34	W	32, 28	52	W	5, 1			
17	B	10, 14	35	B	10, 14	53	B	22, 26			
18	W	23, 19	36	W	19, 16	&c.	W	drawn.			

GAME

GAME IV.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22, 18	19	W	25, 22	37	W	32, 23			
2	B	11, 15	20	B	16, 20	38	B	6, 10			
3	W	18, 11	21	W	19, 16	39	W	13, 6			
4	B	8, 15	22	B	20, 27	40	B	2, 9			
5	W	21, 17	23	W	31, 24	41	W	17, 13			
6	B	4, 8	24	B	12, 19	42	B	9, 14			
7	W	17, 13	25	W	23, 16	&c.		drawn.			
8	B	8, 11	26	B	10, 14						
9	W	25, 22	27	W	17, 10						
10	B	9, 14	28	B	7, 14						
11	W	29, 25	29	W	24, 19						
12	B	5, 9	30	B	15, 24						
13	W	23, 19	31	W	28, 19						
14	B	14, 17	32	B	1, 5						
15	W	27, 23	33	W	22, 17						
16	B	17, 21	34	B	14, 18						
17	W	22, 17	35	W	16, 3						
18	B	11, 16	36	B	18, 27						

GAME

GAME V.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18	19	W	25,22	37	W	9, 5			
2	B	11,15	20	B	7,11	38	B	19,24			
3	W	18,11	21	W	24,20	39	W	5, 1			
4	B	8,15	22	B	15,24	40	B	11,16			
5	W	21,17	23	W	28,19	41	W	20,11			
6	B	4, 8	24	B	10,14	42	B	7,16			
7	W	17,13	25	W	17,10	43	W	1, 5			
8	B	8,11	26	B	6,24	44	B	16,20			
9	W	25,22	27	W	13, 6	45	W	5, 9			
10	B	9,14	28	B	1,10	46	B	24,27			
11	W	29,25	29	W	22,17	&c.		drawn.			
12	B	5, 9	30	B	24,28						
13	W	23,19	31	W	17,13						
14	B	14,17	32	B	3, 7						
15	W	27,23	33	W	13, 9						
16	B	17,21	34	B	16,19						
17	W	22,17	35	W	23,16						
18	B	11,16	36	B	12,19						

GAME

GAME VI.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18	19	W	24,19	37	W	27,23			
2	B	11,15	20	B	15,24	38	B	16,20			
3	W	18,11	21	W	28,19	39	W	31,27			
4	B	8,15	22	B	6,10	40	B	6, 9			
5	W	25,22	23	W	22,17	41	W	18,15			
6	B	4, 8	24	B	13,22	42	B	9,18			
7	W	29,25	25	W	26,17	43	W	23,14			
8	B	8,11	26	B	11,15	44	B	12,16			
9	W	23,18	27	W	32,28	45	W	19,12			
10	B	9,13	28	B	15,24	46	B	10,19			
11	W	18,14	29	W	28,19	47	W	12, 8			
12	B	10,17	30	B	1, 6	&c.		drawn			
13	W	21,14	31	W	30,26						
14	B	6,10	32	B	3, 8						
15	W	25,21	33	W	26,23						
16	B	10,17	34	B	8,11						
17	W	21,24	35	W	23,18						
18	B	2, 6	36	B	11,16						

GAME

 GAME VII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22, 18	19	W	23, 18	37	W	29, 22			
2	B	11, 15	20	B	11, 16	38	B	14, 18			
3	W	18, 11	21	W	27, 23	39	W	23, 14			
4	B	8, 15	22	B	16, 20	40	B	6, 10			
5	W	21, 17	23	W	32, 27	41	W	15, 6			
6	B	4, 8	24	B	10, 14	42	B	2, 25			
7	W	17, 13	25	W	17, 10	43	W	19, 15			
8	B	8, 11	26	B	7, 14	44	B	25, 30			
9	W	23, 19	27	W	18, 9	45	W	27, 23			
10	B	9, 14	28	B	5, 14	46	B	20, 27			
11	W	25, 21	29	W	13, 9	47	W	31, 24			
12	B	14, 18	30	B	6, 13	48	B	30, 26			
13	W	26, 23	31	W	19, 15	49	W	23, 18			
14	B	18, 22	32	B	1, 6	50	B	26, 22			
15	W	30, 26	33	W	24, 19	51	W	18, 14			
16	B	15, 18	34	B	3, 7	52	B	12, 16			
17	W	26, 17	35	W	28, 24	53	W	15, 11			
18	B	18, 22	36	B	22, 25	&c.		drawn			

GAME

G A M E V I I I.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22, 18		19	W	27, 18					
2	B	11, 15		20	B	7, 16					
3	W	18, 11		21	W	24, 20					
4	B	8, 15		22	B	16, 19					
5	W	21, 17		23	W	18, 15					
6	B	4, 8		24	B	19, 23					
7	W	23, 19		25	W	15, 11					
8	B	8, 11		26	B	10, 14					
9	W	17, 13		27	W	11, 8					
10	B	9, 14		28	B	22, 26					
11	W	25, 21		29	W	31, 22					
12	B	14, 18		30	B	14, 17					
13	W	26, 23		31	W	21, 14					
14	B	18, 22		32	B	6, 9					
15	W	23, 18		33	W	13, 6					
16	B	11, 16		34	B	1, 26					
17	W	18, 11		35	W	8 4					
18	B	16, 23	&c.			drawn					

GAME

GAME IX.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,17		19	W	30,26					
2	B	11,15		20	B	6, 9					
3	W	25,22		21	W	19,15					
4	B	8,11		22	B	11,16					
5	W	29,25		23	W	25,21					
6	B	9,13		24	B	16,19					
				*							
7	W	17,14		25	W	23,16					
8	B	10,17		26	B	12,19					
9	W	21,14		27	W	32,28					
10	B	4, 8		28	B	1, 6					
11	W	24,19		29	W	15,11					
12	B	15,24		30	B	7,16					
13	W	28,19		31	W	14,10					
14	B	11,16		32	B	6,15					
15	W	22,18		33	W	18,11					
16	B	16,20		34	B	2, 6					
17	W	26,22		35	W	22,18					
18	B	8,11		36	B	loses.					

* 24 Black loses the Game by this Move.

GAME

GAME X.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	15	19	B	15,24					
2	W	22,17		20	W	28,19					
3	B	8,11		21	B	7,11					
4	W	25,22		22	W	22,18					
5	B	9,13		23	B	13,22					
6	W	23,18		24	W	18, 9					
7	B	6, 9		25	B	6,13					
8	W	27,23		26	W	25,18					
9	B	9,14		27	B	3, 8					
10	W	18, 9		28	W	18,14					
11	B	5,14		29	B	10,17					
12	W	30,25		30	W	21,14					
13	B	1, 6		31	B	11,16					
14	W	24,19		32	W	14, 9					
15	B	15,24		33	B	2, 7					
16	W	28,19		34	W	9, 6					
17	B	11,15		35	B	7,10					
18	W	32,28	&c.			drawn.					

GAME

 GAME XI.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11, 15		19	B	4, 8					
2	W	22, 17		20	W	24, 19					
3	B	8, 11		21	B	16, 23					
4	W	25, 22		22	W	26, 19					
5	B	11, 16		23	B	8, 11					
6	W	23, 18		24	W	31, 26					
7	B	3, 8		25	B	2, 7					
8	W	18, 11		26	W	26, 23					
9	B	8, 15		27	B	11, 15					
10	W	24, 19		28	W	32, 28					
11	B	15, 24		29	B	15, 24					
12	W	27, 11		30	W	28, 19					
13	B	7, 16		31	B	7, 11					
14	W	22, 18		32	W	30, 26					
15	B	9, 14		33	B	11, 15					
16	W	18, 9		34	W	19, 16					
17	B	5, 14		35	B	12, 19					
18	W	28, 24	&c.			drawn.					

GAME

G A M E XII.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	16,23		37	B	7,11	
2	W	22,17		20	W	31,26		38	W	24,20	
3	B	8,11		21	B	14,18		39	B	15,24	
4	W	25,22		22	W	26,19		40	W	28,19	
5	B	11,16		23	B	18,22		41	B	11,15	
6	W	23,18		24	W	17,14		42	W	30,25	
7	B	15,19		25	B	10,17		43	B	15,24	
8	W	24,15		26	W	21,14		44	W	25,18	
9	B	10,19		27	B	3, 7		45	B	1, 6	
10	W	17,13		28	W	14, 9		46	W	5, 1	
11	B	9,14		29	B	4, 8		47	B	6,13	
12	W	18, 9		30	W	9, 5	&c.			drawn.	
13	B	5,14		31	B	8,11					
14	W	22,17		32	W	32,27					
15	B	7,10		33	B	6,10					
16	W	27,24		34	W	27,23					
17	B	19,23		35	B	11,15					
18	W	26,19		36	W	13, 9					

GAME XIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22, 17	19	W	26, 17						
2	B	11, 15	20	B	3, 8						
3	W	25, 22	21	W	32, 28						
4	B	9, 13	22	B	11, 15						
5	W	23, 18	23	W	18, 11						
6	B	6, 9	24	B	8, 24						
7	W	18, 11	25	W	28, 19						
8	B	8, 15	26	B	4, 8						
9	W	27, 23	27	W	17, 13						
10	B	9, 14	28	B	2, 6						
11	W	30, 25	29	W	25, 22						
12	B	5, 9	30	B	8, 11						
13	W	24, 19	31	W	31, 26						
14	B	15, 24	32	B	11, 16						
15	W	28, 19	33	W	22, 17						
16	B	7, 11	34	B	14, 18						
17	W	22, 18	35	W	23, 7						
18	B	13, 22	&c.		drawn						

GAME

G A M E XIV.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11, 15	19	B	9, 13						
2	W	22, 17	20	W	32, 28						
3	B	8, 11	21	B	1, 6						
4	W	17, 13	22	W	21, 17						
5	B	4, 8	23	B	14, 21						
6	W	23, 19	24	W	23, 14						
7	B	15, 18	25	B	10, 26						
8	W	24, 20	26	W	19, 1						
9	B	11, 15	27	B	13, 17						
10	W	28, 24	28	W	30, 23						
11	B	8, 11	29	B	21, 30						
12	W	26, 23	30	W	1, 6						
13	B	9, 14	31	B	3, 8						
14	W	31, 26	32	W	6, 2						
15	B	6, 9	33	B	7, 10						
16	W	13, 6	34	W	23, 19						
17	B	2, 9	35	B	10, 14						
18	W	26, 22	&c.		drawn.						

GAME XV.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11, 15	19	B	8, 22						
2	W	22, 17	20	W	30, 25						
3	B	15, 18	21	B	9, 18						
4	W	23, 14	22	W	27, 23						
5	B	9, 18	23	B	18, 27						
6	W	17, 14	24	W	25, 18						
7	B	10, 17	25	B	5, 9						
8	W	21, 14	26	W	32, 23						
9	B	8, 11	27	B	4, 8						
10	W	24, 20	28	W	29, 25						
11	B	6, 9	29	B	12, 16						
12	W	26, 23	30	W	19, 3						
13	B	3, 8	31	B	2, 6						
14	W	23, 19	32	W	3, 10						
15	B	18, 22	33	B	6, 29						
16	W	25, 18	&c.		drawn.						
17	B	11, 16									
18	W	20, 11									

GAME

GAME XVI.

NC	F	T	NC	F	T	NC	F	T
1 W	22, 18		19 W	21, 17				
2 B	11, 16		20 B	1, 6				
3 W	25, 22		21 W	17, 13				
4 B	10, 14		22 B	3, 7				
5 W	29, 25		23 W	28, 24				
6 B	16, 20		24 B	12, 16				
7 W	24, 19		25 W	26, 23				
8 B	8, 11		26 B	8, 12				
9 W	19, 15		27 W	23, 19				
10 B	4, 8		28 B	16, 23				
11 W	22, 17		29 W	31, 26				
12 B	7, 10		30 B	7, 10				
*								
13 W	25, 22		31 W	26, 19				
14 B	10, 19		32 B	11, 16				
15 W	17, 10		33 W	18, 11				
16 B	6, 15		34 B	16, 23				
17 W	23, 7		35 W	27, 18				
18 B	2, 11		&c. B	loses.				

* 12 Black loses the Game by this Move.

K 3

GAME

 GAME XVII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18	19	W	23,16	37	W	23,18			
2	B	11,16	20	B	14,23	38	B	15,19			
3	W	25,22	21	W	27,18	39	W	18,14			
4	B	10,14	22	B	20,27	40	B	19,23			
5	W	29,25	23	W	31,24	41	W	22,18			
6	B	8,11	24	B	11,27	42	B	13,17			
7	W	24,19	25	W	32,23	43	W	18,15			
8	B	16,20	26	B	7,10	44	B	23,27			
9	W	19,15	27	W	15,11	45	W	25,22			
10	B	4, 8	28	B	8,15	46	B	21,30			
11	W	22,17	29	W	18,11	47	W	14,10			
12	B	12,16	30	B	10,15	48	B	30,26			
13	W	17,10	31	W	21,17	49	W	23,19			
14	B	7,14	32	B	3, 7	50	B	26,23			
15	W	26,22	33	W	11, 2	51	W	19,16			
16	B	2, 7	34	B	9,13	52	B	23,18			
17	W	28,24	35	W	2, 9	53	W	16,11			
18	B	16,19	36	B	5,21	&c.		drawn.			

GAME

GAME XVIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11, 15	19	B	4, 8	37	B	6, 9			
2	W	22, 17	20	W	25, 22	38	W	32, 23			
3	B	9, 13	21	B	8, 11	39	B	9, 27			
4	W	17, 14	22	W	22, 18	&c.	W	loses.			
5	B	10, 17	23	B	11, 16						
6	W	21, 14	24	W	27, 23						
7	B	8, 11	25	B	16, 20						
8	W	24, 19	26	W	31, 27						
9	B	15, 24	27	B	13, 17						
10	W	28, 19	28	W	30, 26						
11	B	11, 16	29	B	1, 6						
12	W	25, 21	30	W	18, 15						
			*								
13	B	6, 9	31	B	20, 14						
14	W	29, 25	32	W	27, 20						
15	B	9, 18	33	B	7, 10						
16	W	23, 14	34	W	14, 7						
17	B	16, 23	35	B	2, 27						
18	W	26, 19	36	W	21, 14						

* 30 White loses the Game by this Move.

GAME XIX.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15	19	B	4, 8	37	B	7,11			
2	W	22,17	20	W	25,22	38	W	15, 8			
3	B	9,14	21	B	8,11	39	B	3,19			
4	W	17	22	W	22,17	40	W	27,23			
5	B	10,17	23	B	11,16	41	B	18,27			
6	W	21,14	24	W	27,23	&c.		drawn.			
7	B	8,11	25	B	16,20						
8	W	24,19	26	W	31,27						
9	B	15,24	27	B	13,17						
10	W	28,19	28	W	30,26						
11	B	11,16	29	B	1, 6						
12	W	25,21	30	W	19,16						
13	B	6, 9	31	B	12,19						
14	W	29,25	32	W	23,16						
15	B	9,18	33	B	6, 9						
16	W	23,14	34	W	18,15						
17	B	16,23	35	B	9,18						
18	W	26,19	36	W	21,14						

GAME

GAME XX.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,16		19	B	7,14					
2	W	22,18		20	W	32,27					
3	B	16,19		21	B	3, 7					
4	W	23,16		22	W	27,24					
5	B	12,19		23	B	7,10					
6	W	24,15		24	W	24,15					
7	B	10,19		25	B	10,19					
8	W	25,22		26	W	31,27					
9	B	9,14		27	B	8,11					
10	W	18, 9		28	W	29,25					
11	B	5,14		29	B	6,10					
12	W	22,17		30	W	27,23					
13	B	7,10		31	B	11,16					
14	W	27,24		32	W	25,22					
15	B	2, 7		33	B	10,15					
16	W	24,15		34	W	22,17					
17	B	10,19		35	B	15,18					
18	W	17,10	&c.			drawn					

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CRITICAL

CRITICAL SITUATIONS TO DRAW GAMES.

First Situation.

ON N° 3, 4 Black Kings ; on N° 15 a White King, and White to move.

W 15, 11	B 3, 8	W 11, 7	B 8, 12
W 7, 11	Ec.		

Second Situation.

N° 5 a Black Man, 9 a Black King; 7 a White King, and White to move.

W 7, 10	B 9, 13	W 10, 14	B 13, 9
W 14, 10	Ec.		

Third Situation.

N° 3, 4, 12 Black Kings ; 10, 11 White Kings, and Black to move.

B 3, 8	W 10, 15	B 8, 3	W 15, 19
B 12, 8	W 19, 15	Ec.	

Fourth

Fourth Situation.

No 13 a Black Man, 14, 15 Black Kings; 22, 23 White Kings, and Black to move.

B 14,17	W 23,26	B 15,10	W 22,25
B 17,21	W 25,22	B 10,14	W 26,30
B 14,17	W 22,18	B 17,14	Ec.

Fifth Situation.

No 18, 19 Black Kings, 28 a Black Man; 27, 32 White Kings, and White to play.

W 27,24	B 18,15	W 24,20	B 15,11
W 20,24	B 19,23	W 24,20	Ec.

Sixth Situation.

No 21 a Black Man, 22, 23, 24 Black Kings: 30 a White Man, 31, 32 White Kings, and Black to move.

B 24,28	W 31,27	B 23,19	W 27,31
B 19,24	W 32,27	B 24,20	W 27,32
B 22,18	W 31,27	B 18,15	W 27,31
B 15,19	W 31,27	Ec.	

CRITICAL SITUATIONS TO WIN GAMES.

First Situation.

N^o 21 a Black Man, 25 a Black King; 26, 27 White Kings, and either to move.

B 25,29	W 27,23	B 29,25	W 23,18
B 25,29	W 18,22	B 21,25	W 26,30

Second Situation.

N^o 1, 2 Black Kings; 10 11 White Kings; 5 a White Man, and either to play.

W 10,14	B 2, 6	W 14,17	B 6, 9
W 17,13	B 9, 6	W 11,16	B 6, 2
W 16, 9	B 2, 6	W 19,23	B 6, 2
W 13, 9	B 1, 6	W 23,18	B 6,13
W 18,14	B 13, 9	W 14,10	Ec.

Set the Men as before.

B 2, 6	W 11,15	B 6, 9	W 15,18
B 9, 6	W 10,14	B 6, 9	W 14,17
B 9,13	W 18,22	B 13, 9	W 17,13
B 9, 6	W 22,18	B 6, 2	W 13, 9
B 1, 6	W 18,14	B 6,13	W 5, 1

Third

Third Situation.

N^o 1, 2 Black Kings, 3 a Black Man; 9, 10, 11 White Kings, 12 a White Man, and Black to play.

B 1, 5	W 9, 13	B 5, 1	W 11, 15
B 2, 6	W 10, 14	B 6, 2	W 14, 9
B 1, 6	W 9, 5	B 6, 1	W 15, 11
B 2, 6	W 11, 7	B 3, 10	W 5, 9

Fourth Situation.

N^o 5 a White King, 21 a White Man; 6, 10 Black Kings; Black being to move, may win thus,

B 6, 1	W 5, 9	B 10, 15	W 9, 5
B 15, 18	W 5, 9	B 1, 5	W 9, 6
B 18, 15	W 21, 17	B 5, 1	W 6, 9
B 15, 18	W 9, 5	B 18, 22	W 17, 14
B 1, 6	W 5, 1	B 6, 2	W 14, 10
B 22, 18	W 1, 5	B 18, 14	

Place the Men as before.

B 6, 1	W 5, 9	B 10, 15	W 21, 17
B 15, 18	W 17, 13	B 18, 15	W 9, 14
B 1, 5	W 14, 17	B 15, 10	W 17, 22
B 10, 14	W 22, 25	B 5, 1	W 25, 22
B 1, 6	W 22, 25	B 6, 10	W 25, 30
B 10, 15	W 30, 25	B 15, 18	♞c.

Fifth

Fifth Situation.

No 1 a White King, 30 a White Man, 9, 10 Black Kings; and Black being to play may win.

B 9, 6	W 1, 5	B 6, 1	W 5, 9
B 1, 5	W 9, 13	B 10, 14	W 13, 9
B 14, 18	W 9, 6	B 18, 15	W 30, 25
B 15, 18	W 25, 21	B 5, 1	W 6, 9
B 18, 22	W 9, 5	B 1, 6	W 5, 1
B 6, 9	W 1, 5	B 9, 14	W 5, 1
B 22, 18	W 1, 5	B 18, 15	W 5, 1
B 15, 10	W 1, 5	B 10, 6	W 5, 1
B 14, 10	W 1, 5		

Now Black has the fourth Situation, and must consequently win.

Sixth Situation.

No. 22, 27 White Kings, 18 a White Man; 5 a Black King, 20, 21 Black Men, and White being to play may win.

W 18, 14	B 5, 1	W 14, 9	B 1, 5
W 22, 17	B 5, 14	W 17, 10	B 21, 25
W 10, 15	B 25, 30	W 15, 19	B 30, 25
W 27, 32	B 25, 22	W 19, 24	B 20, 27
W 32, 23			

Seventh

Seventh Situation.

No. 6, 24 Black Kings; 14, 18, 23 White Kings, and either to move, White may win.

W 18,15	B 6, 1	W 14, 9	B 24,28
W 23,19	B 1, 5	W 9, 6	B 28,32
W 19,24	B 5, 1	W 24,19	Ec.

Eighth Situation.

No. 1, 12, 16 Black Men, 13 a Black King; 5, 6, 10 White Men, 11 a White King, and Black to play.

B 13, 9	W 11,20	B 9, 2	W 20,24
B 12,16	W 24,27	B 16,19	W 27,32
B 19,24	W 32,28	B 2, 6	W 28,19
B 6,24			



SITUATIONS FOR STROKES.

First Stroke.

ON No. 17 a Black Man, on No. 30 a Black King; 18, 27 White Kings, and White to play.

W 18,22

W 18,22 B 17,26 W 27,31

Second Stroke.

No. 17, 27 White Kings, 18 a Black Man; 29, 30 Black Kings, and White to play.

W 17,22 B 18, 25 W 27,23

Third Stroke.

No. 18, 19 White Kings, 28 a White Man ; 31 32 Black Kings, 20 a Black Man, and White to move.

W 19,24 B 20,27 W 18,22

Fourth Stroke.

No. 9, 11, 21 Black Men, 29 a Black King ; 18, 24, 26, 30 White Men, and White to move.

W 18,14 B 9,18 W 26,22 B 18,25
W 24,19

Fifth Stroke.

No. 12, 21 Black Men, 27, 31 Black Kings ; 20, 30 White Men, 15, 18 White Kings, and White to move.

W 30,26

W 30,26 B 31,22 W 18,25 B 21,30
W 20,16 B 12,19 W 15,31

Sixth Stroke.

No. 7, 23 Black Kings; 9, 13 Black Men; 8, 21, 22 White Men, 17 a White King, and White to move.

W 22,18 B 13,22 W 8, 3 B 23,14
W 3,26

Seventh Stroke.

No. 3, 13, 14 Black Men, 24 a Black King; 15, 22 White Kings, 19, 21 White Men, and White to move.

W 21,17 B 14,21 W 15,18 B 24,15
W 18,11

Eighth Stroke.

No. 1, 6, 9 Black Men, 18 a Black King; 7 a White King, 13, 15 White Men, and White to play.

W 15,10 B 6,15 W 13, 6 B 1,10
W 7,23

Ninth

Ninth Stroke.

No 6, 7 White Kings, 9 a White Man, 5 a Black Man, 14, 15 Black Kings, and White to play.

W 7,10 B 14, 7 W 6, 2 B 5, 14
W 2, 9

Tenth Stroke.

No. 2, 6, 8, 22 Black Men: 15, 27, 30, 32 White Men, and White to play.

W 15,11 B 8,15 W 30,26 B 22,31
W 32,28 B 31,24 W 28, 1

Eleventh Stroke.

No. 6, 26 White Men, 22 a White King; 7, 15 Black Kings, 21 a Black Man and White to play.

W 22,25 B 21,30 W 6, 2 B 30,23
W 2,27

Twelfth Stroke.

No. 2 a Black Man, 27, 31 Black Kings; 10 a White Man, 14, 19 White Kings, and White to move.

W 10, 7

W 10, 7 B 2, 11 W 19, 15 B 11, 18
W 14, 32

Thirteenth Stroke.

No. 3, 13 Black Men, 25, 26 Black Kings; 11 a White Man, 15, 16 White Kings and White to move.

W 11, 7 B 3, 19 W 16, 21

Fourteenth Stroke.

No. 3 a Black Man, 26, 27 Black Kings; 11 a White Man, 15, 16 White Kings, and White to move.

W 11, 8 B 3, 19 W 15, 22

Fifteenth Stroke.

No. 1, 3, 5 Black Men, 25 a Black King; 10, 14, 17 White Men, 13 a White King, and White to move.

W 10, 6 B 1, 10 W 14, 7 B 3, 10
W 17, 14 B 10, 17 W 13, 29 &c.

Sixteenth

Sixteenth Stroke.

No. 1, 6, 7, 10, 12, 14, 15 Black Men; 19, 20, 21, 22, 23, 26, 30 White Men, and White to move.

W 20,16 B 15, 24 W 22,18 B 12,19
W 18, 2

Seventeenth Stroke.

No. 2, 3, 16, 23 Black Men, 14 a Black King; 1, 5 White to Kings, 9, 29, 31 White Men, and Black to move.

B 23,27 W 31,24 B 16,19 W 24,15
B 14,10 W 15, 6 B 3, 7 W 29,25
B 7,10 W 25,22 B 12,14

Eighteenth Stroke

No. 10, 13, 17 Black Men, 27 a Black King; 19, 22, 26, 30, White Men, and White to play.

W 26,23 B 17,26 W 19,16 B 27,18
W 30, 7

Nineteenth

Nineteenth Stroke.

No 1, 6, 10, 19, 20 Black Men; 13, 15, 27, 28, 31 White Men, and White to play.

W 13, 9	B 6, 13	W 15, 6	B 1, 10
W 27, 24	B 20, 27	W 31, 6,	

Twentieth Stroke.

No. 1, 3, 5, 6, 7, 12, 20, 21 Black Men; 14, 15, 19, 23, 26, 27, 30, 32 White Men, and White to play.

W 30, 25	B 21, 30	W 14, 10	B 7, 14
W 19, 16	B 12, 19	W 23, 16	B 30, 23
W 27, 2			

Twenty-first Stroke.

No. 3, 6, 10, 13, 14, 17, 19 Black Men; 7, 20, 21, 22, 26, 30 White Men, and Black to move.

B 19, 23	W 26, 19	B 17, 26	W 30, 23
B 14, 18	W 23, 14	B 10, 17	W 21, 14
B 3, 17			

Twenty-second Stroke.

No. 2, 7, 10, 11, 12, 23, 14, 11 Black Men: 9, 20, 22, 23, 26, 30, 31, 32 White Men, and White to move.

W 20, 16

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W 20,16	B 11,20	W 19,15	B 10,19
W 23,16	B 12,19	W 22,17	B 13,22
W 26, 3			

Twenty-third Stroke.

No. 3, 5, 8, 10, 11, 15, 16, 22 Black Men, 17, 18, 20, 27, 28, 29, 31, 32 White Men, and White to move.

W 31,26	B 22,31	W 18,14	B 31,24
W 14, 7	B 3,10	W 28, 3	

Twenty-fourth Stroke.

No. 5, 12 Black Men, 14, 29, 32 Black Kings; 8, 9, 30, 31 White Men, 15 a White King, and White to move.

W 31,27	B 32,23	W 30,25	B 29,22
W 15,10	B 14, 7	W 8, 3	B 5,14
W 3,19			

THE LAWS OF CRICKET.

THE Ball must weigh not less than five Ounces and a Half, nor more than five Ounces and three Quarters.

It cannot be changed during the Game, but with Consent of both Parties.

The Bat must not exceed four Inches and one Quarter in the widest Part.

The Stumps must be twenty-two Inches, the Bail six inches long.

The Bowling-crease must be parallel with the Stumps, three Feet in Length, with a Return-crease.

The Popping-crease must be three Feet ten Inches from the Wickets; and the Wickets must be opposite to each other, at the Distance of twenty-two Yards.

The Party which goes from Home shall have the Choice of the Innings and the pitching of the Wickets, which shall be pitched within thirty Yards of a Centre fixed by the Adversaries.

When

When the Parties meet at a third Place, the Bowlers shall toss up for the Pitching of the first Wicket, and the Choice of going in.

The Bowler must deliver the Ball with one Foot behind the Bowling-crease, and within the Return-crease; and shall bowl four Balls before he changes Wickets, which he shall do but once in the same Innings.

He may order the Player at his Wicket to stand on which side of it he pleases.

The Striker is out if the Bail is bowled off, or the Stump bowled out of the Ground:

Or if the Ball, from a Stroke over or under his Bat, or upon his Hands (but not Wrists) is held before it touches the Ground, though it be hugged to the Body of the Catcher:

Or if, in striking, both his Feet are over the Popping-crease, and his Wicket is put down, except his Bat is grounded within it:

Or if he runs out of his Ground to hinder a Catch:

Or if a Ball is struck up, and he wilfully strikes it again:

Or if, in running a Notch, the Wicket is struck down by a Throw, or with the Ball in Hand, before his Foot, Hand, or Bat, is grounded over the Popping crease; but if the Bail is off, a Stump must be struck out of the Ground by the Ball:

Or if the Striker touches or takes up the Ball before it has lain still, unless at the Request of the opposite Party:

Or if the Striker puts his Leg before the Wicket, with a Design to stop the Ball, and actually prevents the Ball, from hitting his Wicket by it.

If the Players have crossed each other, he that runs for the wicket that is put down is out; if they are not crossed, he that has left the Wicket that is put down is out.

When the Ball has been in the Bowler's or Wicket-keeper's Hands, the Strikers need not keep within their Ground till the Umpire has called *Play*; but if the Player goes out of his Ground with an intent to run, before the Ball is delivered, the Bowler may put him out.

When the Ball is struck up in the Running-ground between the Wickets, it is lawful for the Strikers to hinder its being caught; but they must neither strike at, nor touch the Ball with their Hands.

If the Ball is struck up, the Striker may guard his Wicket either with his Bat or his Body.

In Single Wicket Matches, if the Striker moves out of his Ground to strike at the Ball, he shall be allowed no Notch for such Stroke.

The Wicket-keeper shall stand at a reasonable Distance behind the Wicket, and shall not move till the Ball is out of the Bowler's Hand, and shall not by any Noise, incommode the Striker; and if his Hands, Knees, Foot, or Head, be over or before the Wicket, though the Ball hit it, it shall not be out.

The Umpires shall allow two Minutes for each Man to come in, and fifteen Minutes between each Innings. When the Umpires shall call *Play*, the Party refusing to play shall lose the Match.

They are the sole Judges of fair and unfair Play, and all Disputes shall be determined by them.

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When

When a Striker is hurt, they are to allow another to come in, and the Person hurt shall have his Hands in any Part of that Innings.

They are not to order a Player out, unless appealed to by the Adversaries.

But if the Bowler's Foot is not behind the Bowling-creafe, and within the Return-creafe, when he delivers the Ball, the Umpire, unasked, must call *No Ball*.

If the Strikers run a short Notch, the Umpire must call *No Notch*.

B E T S.

IF the Notches of one Player are laid against another, the Bet depends on both Innings, unless otherwise specified.

If one Party beats the other in one Innings, the Notches in the first Innings shall determine the Bet.

But if the other Party goes in a second Time, then the Bet must be determined by the Numbers on the Score.

THE GAME OF TENNIS.

A Tennis-Court is usually ninety-six or ninety-seven Feet long, by thirty-three or four in Breadth.

Breadth. A Net hangs across the Middle, over which the Ball must be struck, to make any Stroke good. At the Entrance of a Tennis-Court there is a long covered Passage before you go into the Dedans, the Place where Spectators usually are ; into which, whenever a Ball is played, it counts for a certain Stroke. This long Passage is divided into different apartments, which are called Galleries, *viz.* from the Line towards the Dedans, is the first Gallery ; Door, second Gallery, and the last Gallery : which is called the Service-side. From the Dedans to the last Gallery are the Figures 1, 2, 3, 4, 5, 6, each at a Yard Distance, marking the Chaces, one of the most essential Parts of this Game. On the other Side the Line is the first Gallery ; Door, second Gallery ; and last Gallery, which is called the Hazard-side : every Ball played into the last Gallery on this Side tells for a certain Stroke, the same as into the Dedans. Between the second and this last Gallery are the Figures 1, 2, marking the Chaces on the Hazard-side. Over this long Gallery is the Pent-house, on which the Ball is played from the Service-side to begin a Set of Tennis, and if the Player fails striking the Ball (so as to rebound from the Pent-house) over a certain Line on the Service-side it is reckoned a Fault ; two of them are counted for a Stroke. If the Ball passes round the Pent-house, on the opposite Side of the Court, and falls beyond a particular described Line, it is called *Passe*, goes for nothing, and the Player is to serve again.

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On

On the Right-hand of the Court from the Dedans, a Part of the Wall projects more than the rest, in order to make a Variety in the Stroke, and render it more difficult to be returned by the Adversary, and is called the Tambour: The Grill is the last Thing on the Right-hand, wherein if the Ball is struck, it is reckoned 15, or a certain Stroke.

A Set of Tennis consists of six Games, but if what is called an Advantage Set is played, two successive Games above five Games must be won to decide; or in case it should be six Games all, two Games must still be won on one Side to conclude the Set.

When the Player gives his Service in order to begin the Set, his Adversary is supposed to return the Ball, wherever it falls after the first Rebound, untouched; for Example; if at the Figure 1, the Chace is called at a Yard, that is to say, at a Yard from the Dedans; this Chace remains till a second Service is given, and if the Player on the Service-side lets the Ball go after his Adversary returns it, and if the Ball falls on or between any one of these Figures, they must change Sides, for he will be then on the Hazard-side to play for the first Chace, which if he wins by striking the Ball so as to fall, after its first Rebound, nearer to the Dedans than the Figure 1, without his Adversary's being able to return it from its first Rebound, he wins a Stroke, and then proceeds in like Manner to win a second Stroke, &c. If a Ball falls on a Line with the first Gallery, Door, second Gallery, or last Gallery, the Chace is likewise called at such or such a Place, naming the Gallery, &c. When it is just put over the
the

the Line, it is called a Chace at the Line. If the Player on the Service-side returns a Ball with such Force as to strike the Wall on the Hazard-side, so as to rebound, after the first Hop, over the Line, it is also called a Chace at the Line.

The Chaces on the Hazard-side proceed from the Ball being returned either too hard, or not hard enough; so that the Ball, after its first Rebound, falls on this Side the Line which describes the Hazard-side Chaces, in which Case it is a Chace at 1, 2, &c. provided there is no Chace depending, and according to the Spot where it exactly falls. When they change Sides, the Player in order to win this Chace must put the Ball over the Line, any where, so that his Adversary does not return it. When there is no Chace on the Hazard-side, all Balls put over the Line from the Service-side, without being returned, reckon.

The Game, instead of being marked one, two, three, four, is called for the first Stroke, *fifteen*; for the second, *thirty*; for the third, *forty*; and for the fourth, *Game*, unless the Players get four Strokes each; then, instead of calling it *forty all*, it is called *Deuce*, after which, as soon as any Stroke is got, it is called *Advantage*, and in case the Strokes become equal again, *Deuce* again; till one or the other gets two Strokes following, to win the Game.

The Odds at this Game are very uncertain, on account of the Chances: and various Methods of giving Odds have been used to render a Match equal.

A *Bisque* is the lowest Odds given (except Choice of the Sides,) and is the Liberty of scoring a Stroke whenever the Player, who receives the Advantage,

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chooses;

chooses; for Example, let a Game be forty to thirty, he who is forty by taking the *Bisque* becomes Game.

Fifteen is a Stroke given at the beginning of a Game.

Half-thirty, is *Fifteen* given the first Game, and *Thirty* the second; and so on to the whole *Thirty*, *Forty*, &c.

Half-Court, is confining the Player to play into the Adversary's Half-court, and is of great Advantage to the Adversary.

Touch no Wall, is another great Advantage given to the Adversary.

Round Service, is serving the Ball round the Pent-house.

Barring the Hazards, is not reckoning the Dedans, Tambour, Grill, or the last Gallery, or the Hazard-file, &c. &c.

The Odds generally laid, making Allowance for particular Circumstances, are as follow:

The first Stroke being won between even Players, that is, 15 Love, the Odds are,

Of the single Game	—	7	to	4
Thirty Love	—	4	to	1
Forty Love	—	8	to	1
Thirty fifteen	—	2	to	1
Forty fifteen	—	5	to	1
Forty thirty	—	3	to	1
The Odds of a four Game Set, when the first Game is won, are	—	7	to	4
When two Games Love	—	4	to	1
Three Games Love	—	8	to	1
			When	

Wen two Games to one	—	2	to	1
Three Games to one	—	5	to	1
The Odds of a fix Game Set, when the first Game is				
won, are	—	3	to	2
When two Games Love	—	2	to	1
Three Games Love	—	4	to	1
Four Games Love	—	10	to	1
Five Games Love	—	21	to	1
When two Games to one	—	8	to	5
Three Games to one	—	5	to	2
Four Games to one	—	5	to	1
Five Games to one	—	15	to	1
When three Games to two	—	7	to	4
Four Games to two	—	4	to	1
Five Games to two	—	10	to	1
When four Games to three	—	2	to	1
Five Games to three	—	5	to	1
The Odds of an Advantage Set, when the first				
Game is won, are	—	5	to	4
When two Games Love	—	7	to	4
Three Games Love	—	3	to	1
Four Games Love	—	5	to	1
Five Games Love	—	15	to	1
When two Games to one.	—	4	to	3
Three Games to one	—	2	to	1
Four Games to one	—	7	to	2
Five Games to one	—	10	to	1
When three Games to two	—	3	to	2
Four Games to two	—	3	to	1
Five Games to two	—	8	to	1
When four Games to three	—	8	to	5
Five Games to three	—	3	to	1
When five Games to four	—	2	to	1
When fix Games to five	—	5	to	2

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THE GAME OF QUINZE.

THIS Game is admired for the Simplicity and Fairness with which it is played, depending entirely upon Chance, being soon decided, and not requiring that attention which most other Games on the Cards do, and therefore calculated for those who love to sport upon an equal Chance.

It is called Quinze from fifteen being the Game; which must be made in the following Manner; First, the Cards must be shuffled by the two Players (for only two commonly play this Game) and when they have cut for Deal, which is the Business of him who cuts the lowest, the Dealer has the Privilege, as at all other Games, to shuffle them last; this being done, the Adversary cuts them, after which the Dealer gives one Card to his Adversary, and one to himself; if the Adversary does not like his Card, he has a Right to have as many Cards given to him, one after the other, as will make fifteen, or come nearest to it, which are usually given from the Top of the Pack: For Example, if he should have a Deuce, and draws a Five, which make seven, he must go on again, in hopes of coming nearer to fifteen; if he draws an Eight, which makes just fifteen, and being Elder-hand, he is sure of winning the Game; but if he over-draws himself, and makes
above

above fifteen, he loses, unless the Dealer does the same, in which Case it is a drawn Game, and they double their Stakes ; thus going on till one of them has won the Game by standing, and being nearest to fifteen, &c. At the End of each Game the Cards are put up and shuffled, and the Players cut for Deal, the Elder-hand having the Advantage.

THE GAME OF HAZARD.

ANY Number of Persons may play. The Person who takes the Box and Dice throws a Main, that is to say, a Chance for the Company, which must be above Four, and not exceed Nine, otherwise it is no Main, consequently he must keep throwing till he brings five, six, seven, eight, or nine ; this done he must throw his own Chance, which may be any above three, and not exceeding ten ; if he throws two Aces or Trois-ace (commonly called Crabs) he loses his Stakes, let the Company's Chance, which we call the Main, be what it will. If the Main should be seven, and seven or eleven is thrown immediately after, it is what is called a Nick, and the Caster (the present Player)

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wins

wins out his Stakes. If eight be the Main, and eight or twelve is thrown immediately after, it is also called a Nick, and the Caster wins his Stakes. The Caster throwing any other Number for the Main, such as are admitted, and brings the same Number directly afterwards, it is likewise termed a Nick, and he also wins whatever Stakes he has made. Every three successive Mains the Caster wins, he pays half a Guinea to the Box or Furnisher of the Dice.

The Meaning of a Stake or Bet at this Game somewhat differs from any other. If a Person chooses to lay some Money with the Thrower or Caster, he must put his Cash upon the Table, within a Circle which is described for that Purpose; when he has done this, if the Caster agrees to it, he knocks the Box upon the Table at the Person's Money with whom he intends to bet, or particularly mentions at whose Money he throws, which is sufficient, and he is obliged to answer whatever Sum is down, unless the Staker calls to cover; in that Case the Caster is obliged to stake also, otherwise the Bets would be void. It is optional in the Person who bets with the Thrower, to bar any Throw which the Caster may be going to cast, provided neither of the Dice is seen: if one Die should be discovered, the Caster must throw the other to it, unless the Throw is barred in proper Time.

The common Odds, which are absolutely necessary to be understood, before any Body attempts to play or bett at this Game, are as follow:

If seven is thrown for a Main, and four the Chance, it is two to one against the Person who throws: If six to four is thrown, five to three: if five

to four is thrown, four to three: seven to nine, three to two: seven to six, three to two; barring the two Trois; with the two Trois, only six to five: seven to five, three to two: six to five an even Bet, barring the Doublets or the two Trois; with the Trois, five to four: eight to five, an even Bet, barring the two Fours; five to four with the two Fours: nine to five, even: nine to four, is four to three: the Nick of Seven is seven to two, but often laid but ten to three, and five to one you do not nick Six or Eight.

To illustrate these Calculations still more clearly, the following Table will be necessary:

TABLE of the ODDS.

7 to 4 is 2 to 1

6 to 4 is 5 to 3

5 to 4 is 4 to 3

7 to 9 is 3 to 2

7 to 6 { 3 to 2, barring two Trois.
6 to 5, with the two Trois.

7 to 5 is 3 to 2

6 to 5 { even, barring two Trois.
5 to 4 with two Trois.

8 to 5 { even, barring two Fours.
5 to 4, with two Fours.

9 to 5 is even.

9 to 4 is 4 to 3.

The Nick of Seven is seven to two, often laid ten to three.

The Nick of Six and Eight is five to one.

It is necessary to be perfectly Master of these Odds, so as to have them as quick as Thought, in order to play the prudent Game, and to make use of them by way of insuring Bets in what is called Hedging, in case the Chance happens to be not a likely one; for by taking the Odds a ready Calculator secures himself, and often stands Part of his Bet to a certainty. For Example, if Seven is the Main, and Four the Chance, and he has five Pounds depending on the Main, by taking six Pounds to three, he must either win two Pounds or one Pound; and on the contrary, if he does not like his Chance, by laying the Odds against himself he must save in Proportion to the Bet he has made.

Some Additional Calculations on HAZARD.

IF 8 and 6 are Main and Chance, it is very near 11 to 12, that either one or the other is thrown off in two Throws.

And if 5 and 7, or 9 and 7 are Main and Chance, the Probability that they will be thrown in two Throws is near 11 to 12.

If 5 and 8, or 9 and 8, or 5 and 6, or 9 and 6 are Main and Chance, the Probability of throwing one of them in two Throws is as 7 to 9 exactly.

And if 7 and 4, or 7 and 10 are Main and Chance, the Probability that they will be thrown in two Throws is also as 7 to 9.

If 7 and 8, or 7 and 6 are Main and Chance, one may lay 15 to 14 that one of them is thrown in two Throws.

But

But if 5 and 4, or 5 and 10, or 9 and 4, or 9 and 10 are Main and Chance, he that undertakes to throw either Main or Chance in three Throws has the worst of the Lay; for it is as 21 to 23 exceeding near.

If the Main be 7, and each Person stake a Guinea, the Gain of the Setter is about 3*d.* $\frac{1}{2}$. per. Guinea.

If the Main be 6 or 8, the Gain of the Setter is about Six-pence in a Guinea.

But if the Main be 5 or 9, the Gain of the Setter is about 3*d.* $\frac{3}{4}$ in a Guinea.

However if any Person is determined to set up on the first Main that is thrown, his Chance, supposing each Stake to be a Guinea, is 4*d.* $\frac{5}{8}$, exactly.

Hence the Probability of a Main, to the Probability of no Main, is as 27 to 28 very near.

If any one should undertake to throw a Six or an Ace with two Dice in one throw, he ought to lay 5 to 4.

THE

GAME OF LANSQUENET.

THIS Game may be played by almost any Number of People, although only one Pack of Cards is used at a Time, that is to say, during the Deal. The Dealer, whom some think has an Advantage, begins by shuffling the Cards, and having them cut by any other Person of the Party; after which he deals out two Cards on his Left-hand, turning them up: then one for himself, and a fourth, which he places in the Middle of the Table for the Company, called the *rejouissance* Card. Upon this Card any, or all of the Company, except the Dealer, may put their Money, which the Dealer is obliged to answer, by staking an equal Sum to the whole that is put upon it by different Persons. He continues dealing, and turning the Cards upwards, one by one, till two of a Sort appear: for instance, two Aces, two Deuces, &c. which in order to separate, and that no Person may mistake for single Cards, he places on each Side of his own Card; and as often as two, three, or the fourth Card of a Sort come up, he always places them, as before said on each Side his own. Any
single

single Card the Company has a Right to take and put their Money upon, unless the Dealer's own Card happens to be double, which often occurs by this Card being the same as one of the two Hand Cards which he first of all dealt out on his Left-hand. Thus he continues dealing till he brings either their Cards, or his own. As long as his own Card remains undrawn he wins; and whichever Card comes up first, loses. If he draws or deals out the two Cards on his Left, which are called the Hand-Cards, before his own, he is entitled to deal again; the Advantage of which is no other, than his being exempted from losing when he draws a similar Card to his own immediately after he has turned up one for himself.

This Game is often played more simply without the *rejouissance* Card, giving every Person round the Table a Card to put their Money upon. Sometimes it is played by dealing only two Cards, one for the Dealer, and another for the Company.

MR. DEW'S TREATISE

ON

BILLIARDS*;

With Instructions and Rules for the following Games; viz.

The White Winning Game.	Fortification Billiards, with Rules and Regulations for every Method of playing the Game.
The White Losing Game.	
Red or Carambole Winning Game.	
The Red Losing Game.	

IN order to play this Game well, Attention must be given at first to the Method of holding the Mace; to the Position in which the Player should stand, and the Manner of delivering the Ball from the Mace; but these are much more easily acquired by Observation, or by the Direction of a good Player, than by any possible written Rules.

A Person who plays with his Right Hand must stand with his Left Foot foremost; and, on the contrary, he who is Left-handed, must stand with his Right Foot foremost, by which he will stand more steady and firm.

Immoderate Bursts of Passion, and even fretting at trifling Disappointments in the Game, are usually

* This Treatise may be had separate, Price 1s.

found very prejudicial to the Player ; his Nerves being effected, it is impossible for him to make the Stroke with that Steadiness and Nicety the Game requires.

The Game usually played is the White Winning Game.

RULES and REGULATIONS to be observed at the
White Winning Game.

The Game is Twelve in Number.

I. **W**HEN you begin, string for the Lead, and the Choice of Balls, if you please.

II. When a Person strings for the Lead, he must stand within the Limits of the Corner of the Table, and likewise must not place his Ball beyond the stringing Nails or spots ; and the Person who brings his Ball nearest the Cushion wins the Lead.

III. If after the first Person has strung for the Lead, and his Adversary who follows him should make his Ball touch the other, he loses the Lead.

IV. If the Player holes his own Ball, either in stringing or leading, he loses the Lead.

V. If the Leader follows his Ball with either Mace or Cue past the middle Hole, it is no Lead ; and if his Adversary chuses, he may make him lead again.

VI. The Striker who plays at the Lead, must stand with both his Feet within the Limits of the Corner of the Table, and must not place his Ball beyond the stringing Nails or Spots ; and his Adversary

fary (only) is bound to see that he stands and plays fair, otherwise the Striker wins all the Points he made by that Stroke.

VII. When a Hazard has been lost in either of the Corner Holes, the Leader is obliged (if his Adversary requires it) to lead from the End of the Table, where the Hazard was lost; but if the Hazard was lost in either of the middle Holes, it is at the Leader's Option to lead from either End of the Table he pleases.

VIII. If the Striker does not hit his Adversary's Ball, he loses one Point; and if by the said Stroke his Ball should go into a Hole, over the Table, or on a Cushion, he loses three Points, *viz.* one for missing the Ball, and two for holing it, &c. and he loses the Lead.

IX. If the Striker holes his Adversary's Ball, or forces it over the Table, or on a Cushion, he loses two Points.

X. If the Striker holes his own Ball, or forces it over the Table, or on a Cushion, he loses two Points.

XI. If the Striker holes both Balls, or forces them over the Table, or on a Cushion, he loses two Points.

XII. No Person hath a Right to take up his Ball without Permission from his Adversary.

XIII. If the Striker, by Accident, should touch or move his own Ball, not intending to make a Stroke, it is deemed as an Accident; and his Adversary, if he requires it, may put the Ball back in the Place where it stood.

XIV. If the Striker forces his Adversary's Ball over the Table, and his Adversary should chance to stop

stop it, so as to make it come on the Table again, the Striker nevertheless wins two Points.

XV. If the Striker forces his own Ball over the Table, and his Adversary should chance to stop it, so as to make it come on the Table again, the Striker loses nothing by the Stroke, and he hath the Lead : Because his Adversary ought not to stand in the Way, or near the Table.

XVI. If the Striker misses the Ball and forces it over the Table, and it should be stopped by his Adversary, as before-mentioned, he loses one Point, and has the Lead, if he chuses.

XVII. If the Striker, in playing from a Cushion or otherwise, by touching the Ball, makes his Mace or Cue go over or past it, he loses one Point; and if his Adversary requires it, he may put the Ball back, and may make him pass the Ball.

XVIII. If the Striker, in attempting to make a Stroke, doth not touch his Ball, it is no Stroke; and he must try again to make a Stroke.

XIX. If when the Balls are near each other, and the Striker by Accident should make his Ball touch the other Ball, it is nevertheless a Stroke, though not intended as such.

XX. If the Striker who plays the Stroke should make his Adversary's Ball go so near the Brink of a Hole, as to be judged to stand still, and afterwards should fall into it, the Striker wins nothing; and the Ball must be put on the same Brink where it stood, for his Adversary to play from the next Stroke, *N. B.* There is no occasion for challenging the Ball if it stops, as some Persons imagine.

XXI. If the Striker's Ball should stand on the Brink or Edge of a Hole, and if in playing it off
he

he should make the Ball go in, he loses three Points.

XXII. If a Ball should stand on the Brink or on the Edge of a Hole, and it should fall into the Hole, before or when the Striker has delivered his Ball from his Mace or Cue, so as to have no Chance for his Stroke, in that Case, the Striker and his Adversary's Balls must be placed in the same Position, or as near as possible thereto, and the Striker must play again.

XXIII. The Striker is obliged to pass his Adversary's Ball, more especially if he misses the Ball on Purpose; and his Adversary may, if he chuses, oblige him to place the Ball where it stood, and play until he has passed.

XXIV. If the Striker plays both Balls from his Mace or Cue, so that they touch at the same Time, it is deemed a foul Stroke; and if it is discovered by his Adversary, and a Dispute should arise thereon, he has an undoubted Right to appeal to the disinterested Company then present; and the Marker, if required, after demanding Silence, must go round the Table to each Person separately, and be particularly careful to ask, if he hath any Bet depending thereon, if he understands the Game, and the Nature of the Dispute then in Question; and if determined by the Majority of the disinterested Company, and the Marker, if needful, to be a foul Stroke, then it is at his Adversary's Option (if not holed) either to play at the Ball, or take the Lead.

But if, by the above-mentioned Stroke, his Adversary doth not discover it to be a foul Stroke, then the Striker may reckon all the Points he made by the

the said Stroke, and the Marker is obliged to mark them.

XXV. No Person hath a Right to discover to the Player whether the Stroke is fair or foul, until it is asked.

XXVI. If by a foul Stroke the Striker should hole his Adversary's Ball, he loses the Lead.

XXVII. If by a foul Stroke the Striker holes his own or both Balls, or forces his own or both Balls over the Table, or on a Cushion, he loses two Points.

XXVIII. If the Striker plays on a Ball when it is running or moving, it is deemed as a foul Stroke. [Vide Article XXIV.]

XXIX. If the Striker plays with both Feet off the Ground, without the Permission of his Adversary, it is deemed a foul Stroke. [Vide Article XXIV.]

XXX. If the Striker plays with a wrong Ball, he loses the Lead, if his Adversary requires it.

XXXI. If the Ball should be changed in a Hazard, or on a Game, and it is not known by which Party, the Hazard must be played out by each Party with their different Balls, and then changed.

XXXII. If the Striker plays with his Adversary's Ball, and holes, or forces the Ball he played at over the Table, &c. it is deemed a foul Stroke. [Vide Article XXIV.]

XXXIII. If the Striker plays with his Adversary's Ball, and holes or forces the Ball he played with over the Table, &c. he loses two Points; and if he missed the Ball, three Points.

XXXIV. If the Striker plays with his Adversary's Ball, and misses it, he loses one Point; and if his Adversary discovers that he hath played with the
wrong

wrong Ball, he may part the Balls, and take the Lead if he pleases.

XXXV. In all the before-mentioned Cases of the Striker's playing with the wrong Ball (if discovered) his Adversary must play with the Ball the Striker played at throughout the Hazard, or part the Balls, and take the Lead.

XXXVI. Whoever stops a Ball when running, with Hand, Stick, or otherwise, loses the Lead, if his Adversary does not like the Ball he has to play at the next Stroke. [Vide Article XXIV.]

XXXVII. Whoever retains his Adversary's Stick when playing, it is deemed foul. [Vide Article XXIV.]

XXXVIII. If the Striker stops or puts his own Ball out of its Course, when running towards either of the Holes, and if adjudged by the Marker, and the disinterested Company then present, to be going into a Pocket, if he missed the Ball he loses one Point, and if going into a Hole by the same Strokes, three Points.

XXXIX. If the Striker stops or puts his Adversary's Ball out of the Course when running towards or into a Hole, or puts his Adversary's Ball into a Hole, it is deemed a foul stroke. [Vide Article XXIV.]

N. B. If the Adversary doth the same as in the foregoing Rules, he is subjected to the same Penalties as the Striker.

XL. He who shakes the Table when the Ball is running, makes it a foul Stroke. [Vide Article XXIV.]

XLI. He who throws his Stick upon the Table, so as apparently to be of any Detriment to his Adversary,

versary, makes it a foul Stroke. [Vide Article XXIV.]

XLII. He who blows on the Ball when running, makes it foul. [Vide Article XXIV.] And if his own Ball was running towards or near the Hole, he loses two Points.

XLIII. He who leaves the Game before it is finished, and will not play it out, loses the Game.

XLIV. Any Person may change his Mace or Cue in playing, unless otherwise previously agreed on.

XLV. When two Persons are at play, and no particular Terms of Agreement have been made, neither Party has a Right to object to either Mace or Cue being played within the said Game.

XLVI. When the Parties agree to play Mace against Cue, the Mace player hath no Right to use a Cue, nor has the Cue Player any Right to use a Mace during the Game or Match, without Permission from his Adversary.

XLVII. When a Person agrees to play with the Cue, he must play every Ball within his Reach with the Point thereof, and if he agrees to play with the Butt of the Cue, he has no Right to play with the Point thereof, without Permission from his Adversary.

XLVIII. When the Parties agree to play Point and Point of the Cue, neither of them have a Right to use a Butt during the Game or Match, without Permission, &c. but they have a Right to play with the Point of a long Cue over a Mace, &c.

XLIX. When the Parties agree to play all Point with the same Cue, they have no Right to use any other during the Game or Match.

L. Whoever

L. Whoever proposes to part the Balls, and his Adversary agrees to it, the Proposer thereof loses the Lead.

LI. Two Missings do not make a Hazard, unless it is previously agreed on to the contrary.

LII. In all Cases, the Betters are to abide by the Players on the Determination of the Hazard, or on the Game; and the Betters have a Right to demand their Money when their Game is over, to prevent Disputes.

LIII. Every Person ought to be very attentive, and listen for the Stroke, before he opens the Door of a Billiard Room.

LIV. The Striker has a Right to command his Adversary not to stand facing him, nor near him, so as to annoy or molest him in the Stroke.

LV. Each Party is to attend to his own Game, and not to ask—If his Adversary's Ball be close?—If he touches his Ball? If he can go round the Ball?—nor any Question of the like Tendency; nor is any Person to be set right, if going to play with the wrong Ball.

LVI. Those Persons who do not play must stand from the Table, and give Room for the Players to pass round the Table, to make the Stroke.

LVII. The Parties who play ought to be particularly careful and attentive to the Hazard or the Game, more especially when any Bets are depending thereon.

LVIII. No Person in the Room has a Right to lay more than the Odds on a Hazard or on a Game. But if he offends for Want of Knowledge of the Game, he should appeal to the Marker; or

to the Table of the Odds, which ought to be hung up in the Billiard Room for Inspection.

LIX. Each Person who purposes a Bet, should name the Sum he intends to lay, and should likewise be very careful not to offer a Bet when the Striker has taken his Aim, or is going to strike, lest it may disturb or interrupt him in the Stroke.

LX. No Bet ought to be proposed on any Stroke (at the Losing Game especially) that may be supposed to have any Tendency to lessen or to influence the Judgment of the Player.

LXI. If any Bets are laid on the Hazard, and the Game is eleven, and the Striker loses the Game by a Miss, and should afterwards go into a Hole, it cannot be a Hazard, the Game being out by the Miss.

LXII. If *A* proposes a Bet which is accepted by *B*, it must be confirmed by *A*, otherwise it is no Bet.

LXIII. When four Persons play, the Game is fifteen in Number, and each Party has a Right to consult with and direct his Partner in any Thing respecting the Game, &c. and the Party who makes two Missings before a Hazard is made, is out, and it is his Partner's Turn to play; but if after the two Missings have been made by the Party, his Adversary should hole a Ball, so as to make a Hazard the Stroke following the said two Missings have been made, yet the Party who did not make the two Missings is to play, as he cannot be supposed to be out who has not made a Stroke.

WHITE LOSING GAME.

Twelve in Number.

WHEN a Person is tolerably well acquainted with the Winning Game, he should then learn the Losing Game (the Reverse of the Winning) which is a Key to Billiards in general. It depends entirely upon the Defence, and the Knowledge of the Degree of Strength with which each Stroke should be played, either to defend or make a Hazard: for if a Person who has a competent Knowledge of the Game, should not have a Hazard to play at, he must endeavour to lay his own Ball in such a Position, that his Adversary may not have one to play at the next Stroke. For a Losing Game Hazard is much more easy to be made, when well understood, than a winning Game Hazard is in general.

I. **W**HEN you begin, you must string for the Lead, and the Choice of the Balls, the same as in the Rules for leading at the White Winning Game.

II. If the Striker misses the Ball, he loses one; and if his Ball goes into a Hole by the same Stroke, he loses three Points.

III. If the Striker holes his Adversary's Ball, he loses two Points.

IV. Forcing either or both the Balls over the Table, or on a Cushion, reckons nothing, and the Striker loses the Lead.

V. If

V. If the Striker misses his Adversary's Ball, and forces his own Ball over the Table, &c. he loses one Point and the Lead.

VI. Either of the Parties forcing over either or both the Balls, reckons nothing, and the Striker loses the Lead.

VII. If the Striker holes his own Ball he wins two Points.

VIII. If the Striker holes both Balls, he wins four Points.

IX. If the Striker holes either of the Balls, and forces the other over the Table, &c. he loses the Lead only.

The rest of the Articles of Regulations, &c. as in the Winning Game, are likewise to be observed.

RED, OR CARAMBOLE WINNING GAME.

Sixteen in Number.

THE Red or Carambole Winning Game is full of Variety; and there being so many Chances in it, which make it a Game of great Uncertainty; the Odds of it are not calculated, but are generally laid according to Fancy, or to the Custom of the Tables where they are usually played at.

I. **W**HEN you begin, you must string for the Stroke and the Choice of the Balls, the
M 2 same

same as in the Rules for leading, &c. in the Winning Game.

II. A Red Ball is to be placed on a Spot made for that purpose, in the Centre between the Stringing Nails or Spots, at one End of the Table.

III. The White or the Striker's Ball is to be played from a Spot made for that Purpose, in the Centre between the Stringing Nails or Spots at the other End of the Table.

IV. After the first Striker hath played; his Adversary is to play next, and so on alternately throughout the Game.

V. When the Red Ball hath been holed or forced over the Table, &c. it must be placed on the same Spot where it originally stood at the Beginning of the Game.

VI. When either of the White Balls has been holed, &c. it must be placed and played from the same Spot where it stood at the Beginning of the Game, when it is the Striker's Turn to play.

VII. if the Striker misses both the Balls, he loses one Point.

VIII. If the Striker misses both the Balls, and holes his Ball, he loses three Points.

IX. If the Striker hits the Red and his Adversary's Ball with his own Ball he played with, he wins two Points; which Stroke is called a Carambole, or for shortness, a Carrom.

X. If the Striker holeth his Adversary's White Ball, he wins two Points.

XI. If the Striker holes the Red Ball, he wins three Points.

XII. If the Striker holes the Red, and his Adversary's White Ball, by the same Stroke, he wins
five

five Points. *N. B.* Two for the White and three for the Red Ball.

XIII. If the Striker makes a Carambole, and puts his Adversary's or the White Ball into a Hole, he wins four Points. *N. B.* Two for the Carambole, and two for the White Ball.

XIV. If the Striker makes a Carambole, and holes the Red Ball, he wins five Points. *N. B.* Two for the Carambole, and three for holing the Ball.

XV. If the Striker makes a Carambole, and holes his Adversary's or the White Ball, and the Red Ball, by the same Stroke, he wins seven Points. *N. B.* Two for the Carambole, two for the White, and three for the Red Ball.

XVI. Forcing either or all the Balls over the Table, reckons nothing.

XVII. If the Striker forces his Adversary's, or the Red Ball over the Table, and by the same Stroke should hole his own Ball, he loses nothing.

XVIII. If the Striker makes a Carambole, and forces either of the Balls over the Table by the same Stroke, he wins nothing.

XIX. If the Striker forces the Red Ball over the Table, it must be immediately placed on its proper Spot.

XX. If the Striker forces either his own or his Adversary's Ball over the Table, or one of them into a Hole by the same Stroke, it reckons nothing of either side; and the Ball or Balls must be placed on the proper Spot to play from, when it is each Striker's Turn to play.

XXI. If the Striker, in playing a Stroke, should make his Mace or Cue touch two Balls at the same

Time, it is deemed a foul Stroke, and if discovered by his Adversary, he wins nothing for any Points he made for the Stroke; and his Adversary, if he pleases, may break the Balls; that is, by parting the Balls, and playing from the proper Spot on the Red Ball, as at the Beginning of the Game. But if by the foregoing Stroke, which is deemed foul, his Adversary does not break the Balls, and play from the proper Spot, &c. then the Striker may reckon all the Points he made by the Stroke, and the Marker is obliged to reckon them.

XXII. No Person hath a Right to discover to the Player whether the Stroke be fair or foul, until it is asked, unless they are playing a four Match; and in that Case none but the Player and his Partner have a Right to ask it.

XXIII. If the Striker holes his own Ball by a foul Stroke, he either loses two or three Points (according to which Ball he struck first by the Stroke.)

XXIV. If the Striker makes a Carambole, and holes his own Ball he wins nothing for the Carambole, and loses either two or three Points by the said Stroke, according to which Ball he struck first.

XXV. If the Striker maketh a Carambole, and forces either of the Balls over the Table, he wins nothing by the Carambole.

XXVI. If the Striker is going to play with the wrong Ball, no Person in the Room hath any Right to discover it to him, except his Partner, if they are playing a double Match.

XXVII. After a Red Ball has been holed, or forced over the Table, the present Striker is bound to

to see the Ball placed on the proper Spot before he strikes, otherwise he can win no Points while the Ball is out of its Place; and the Stroke he made is deemed foul. [See Article XXI.]

XXVIII. If after a White Ball has been holed, or forced over the Table, the Striker is obliged to place his Ball on the proper Spot he is to play from, otherwise he can win no Points he made by the Stroke, which is likewise deemed foul. [See Article XXI.]

XXIX. If after the Striker has made a Carambole, or holed his Adversary's or the Red Ball, he should touch either of the Balls which remain on the Table with Hand, Stick, or otherwise, he can win no Points he made by the Stroke; and it is deemed a foul Stroke. [See Article XXI.]

XXX. If the Striker playeth with the wrong Ball, it is deemed a foul Stroke. [See Article XXI.]

XXXI. If the Striker plays with his Adversary's or the wrong Ball, and holes the Ball he played with, he either loses two or three Points, according to which Ball he struck first; and it is deemed a foul Stroke. [See Article XXI.]

XXXII. If the Striker plays with his Adversary's or the wrong Ball, and should miss both the Balls, he loses one Point; and if the Ball should go into a Hole by the Stroke, he loses three Points; and it is deemed a foul Stroke. [See Article XXI.]

XXXIII. If either or both the Balls should be upon the Line, or within the stringing Nails or Spots where the White Ball is originally placed, af-

ter his Adversary's Ball is off the Table, it is called a Baulk; and the Striker, who is to play from the Spot, must strike the opposite Cushion, to make the Ball come back again to hit one of the Balls within the Baulk; which if he does not, he loses one Point; if he strikes the White Ball first, and holes his own Ball, he loses two Points; and if he strikes the Red Ball first, and holes his own Ball he loses three Points.

XXXIV. If the Striker holes either or both the Balls, or makes a Carambole when the Balls are within the Baulk, he wins two, three, five, or seven Points according to the Stroke.

XXXV. When the Striker plays from the Spot at either of the Balls within the Baulk, he is obliged to pass one of the Balls, otherwise it is no Stroke.

XXXVI. When the Striker's and the Red Ball are within the Baulk, he is not obliged to pass the Ball.

XXXVII. In either of the Cases of playing with the wrong Ball (if it is not discovered) the Striker may reckon all the Points he made by the Stroke, and the Marker is obliged to mark them.

XXXVIII. If after the Red Ball has been holed or forced over the Table, either of the White Balls should lay upon or near the Spot, so that the Red Ball cannot be placed on its proper Spot without touching each other, the Marker must then hold the Red Ball in his Hand while the Striker plays at his Adversary's Ball; and the Red Ball must be immediately placed on its proper Spot, so that

that it may not prevent a Carambole, &c. from being made.

XXXIX. When either of the White Balls has been holed, and the Red or the White should stand upon or so near the Spot that the Striker cannot place the Ball without touching each other, the Marker must hold the Red Ball in his Hand, &c. [See the foregoing Rule.]

XL. If either of the Balls should lay either before, behind, or on one Side of the Spot, so that the Striker can place his Ball without touching each other, he must play the Ball as he can from the Spot, neither of which Balls must be moved to make Way for him to play.

XLI. If the Striker should touch two Balls with his Mace or Cue, it is deemed a foul Stroke. [See Article XXI.]

XLII. The Beters ought to be particularly careful in proposing any Bets before the Stroke at this Game, that may be supposed to have any Tendency to influence the Judgment of the Player.

XLIII. No Person in the Room has any Right, by Signs, Gestures, or otherwise, to discover to the Player how the Ball is to be played, whether the Stroke is in his Favour or not, or (after the Stroke hath been played) of any Error he hath committed in his Judgment; as a Stroke of the same Kind may happen in the same Hazard, or in the Game.

XLIV. Each Person who proposes a Bet should name the Sum he intends to lay, and should likewise be very careful not to propose a Bet when the Striker hath taken his Aim, or is going to strike, lest it might disturb or interrupt the Player in the Stroke.

The rest of the Articles of the Regulations, &c. as in the White Winning Game, are likewise to be observed.

RED OR CARAMBOLE LOSING GAME.

The Game is Sixteen in Number.

THE Red or Carambole Losing Game, requires greater Judgment than the Winning, and depends materially on the Skill of the Player; the Chances in it may happen sometimes to vary more than at the Winning Carambole Game, and especially if the Players do not properly understand the skilful Part of the Game.

I. **T**HE Game begins in the same Manner as the Carambole Winning Game.

II. If the Striker misses both the Balls, he loses one Point.

III. If the Striker misses both Balls, and holes his own Ball by the same Stroke, he loses three Points.

IV. If the Striker hits the Red Ball first, and holes it, he loses three Points, and the Ball must be immediately replaced on its proper Spot.

V. If the Striker hits the White Ball first, and holes it, he loses two Points.

VI. If

VI. If the Striker holes the White and the Red Ball by the same Stroke, he loses five Points; *viz.* two for holing the White Ball, and three for holing the Red.

VII. If the Striker makes a Carambole, and holes either his Adversary's or the Red Ball only, he wins nothing for the Carambole, and loses either two or three Points according to which Ball he struck first.

VIII. If the Striker makes a Carambole, he wins two Points.

IX. If the Striker makes a Carambole by striking the White Ball first, and should hole his own Ball by the Stroke, he wins four Points; *viz.* two for the Carambole, and two for holing his own Ball on the White.

X. If the Striker makes a Carambole by striking the Red Ball first, and by the Stroke should hole his own Ball, he wins five Points; *viz.* two for the Carambole, and three for holing his own Ball on the Red.

XI. If the Striker makes a Carambole by striking the White Ball first, and by that Stroke should hole his own and his Adversary's White Ball, he wins six Points; *viz.* two for the Carambole, two for holing his own Ball on the White, and two for holing his Adversary's or the White Ball.

XII. If the Striker makes a Carambole by striking the Red Ball first, and by the said Stroke should hole his own Ball, and his Adversary's White Ball, he wins seven Points; *viz.* two for the Carambole, three for holing his own Ball on the Red, and two for holing his Adversary's White Ball.

XIII. If the Striker makes a Carambole by striking the White Ball first, and by the said Stroke should hole his own and the Red Ball he wins seven Points; *viz.* two for the Carambole, two for holing his own Ball on the White, and three for holing the Red Ball.

XIV. If the Striker makes a Carambole by striking the Red Ball first; and by the said Stroke should hole his own and the Red Ball, he wins eight Points; *viz.* two for the Carambole, three for holing his own Ball on the Red, and three for holing the Red Ball.

XV. If the Striker makes a Carambole by striking the White Ball first, and should hole his own Ball, and his Adversary's White and the Red Ball, he wins nine Points: *viz.* two for the Carambole, two for holing his own Ball on the White, two for holing his Adversary's White Ball, and three for holing the Red Ball.

XVI. If the Striker makes a Carambole by striking the Red Ball first, and by the said Stroke should hole his own Ball, and the Red, and his Adversary's White Ball, he wins ten Points; *viz.* two for the Carambole, three for holing his own Ball on the Red, three for holing the Red, and two for holing his Adversary's White Ball.

XVII. If the Striker holes his own Ball on the White Ball, he wins two Points.

XVIII. If the Striker holes his own Ball on the Red, he wins three Points.

XIX. If the Striker, by striking the White Ball first, should hole his own Ball and his Adversary's White Ball, he wins four Points: *viz.* two for holing his own Ball on the White, and two for holing his Adversary's White Ball.

XX. If

XX. If the Striker, by striking the Red Ball first, should hole his own Ball and his Adversary's White Ball, he wins five Points; *viz.* three for holing his own Ball on the Red, and two for holing the White Ball.

XXI. If the Striker strikes his Adversary's White Ball first, and holes his own Ball and the Red, he wins five Points; *viz.* two for holing his own Ball on the White, and three for holing the Red Ball.

XXII. If the Striker strikes the Red Ball first, and holes his own Ball, and his Adversary's White Ball, he wins five Points; *viz.* three for holing his own Ball on the Red, and two for holing his Adversary's on the White Ball.

XXIII. If the Striker strikes his Adversary's White Ball first, and holes his own Ball, and his Adversary's White Ball, and the Red, by the same stroke, he wins seven Points; *viz.* two for holing his own Ball on the White, two for holing his Adversary's White Ball, and three for holing the Red Ball.

XXIV. If the Striker strikes the Red Ball first, and holes his own Ball and the Red, and his Adversary's White Ball by the same Stroke, he wins eight Points; *viz.* three for holing his own Ball on the Red, three for holing the Red Ball, and two for holing the White Ball.

XXV. If the Striker strikes the Red Ball first, and holes his own and the Red Ball, he wins six Points; *viz.* three for holing his own Ball on the Red, and three for holing the Red Ball.

XXVI. The Betters ought to be particularly careful in proposing any Bets at this Game, that may be supposed to have any Tendency to pervert or to influence the Judgment of the Player.

N. B. The

N. B. The rest of the Rules and Regulations are likewise to be observed, as in the Rules for the Carombole Winning Game, &c.

FORTIFICATION BILLIARDS.

THE Method of playing I shall describe as nearly as possible: For the better comprehending which, the Editor has added two Copper Plates; the first shews how the Forts, &c. are to be placed; the other is a Plan of the Table when mounted, accurately measured, by which the various Angles are ascertained, and is calculated for the experienced Player.

First, There are ten Forts made of Wood, in the form of Castles, which are to have Lead put in them for the purpose of making them heavy, so that in playing the Balls they may not be moved from their Places.

In the Front of each Fort, at the Bottom, is an Arch, full wide and high enough to admit the Ball, which is to be put through it to attack the Fort. Within the Arch of each Fort a small Bell is hung, which must be made to ring by the Adversary's attacking Ball, otherwise the Fort cannot be taken.

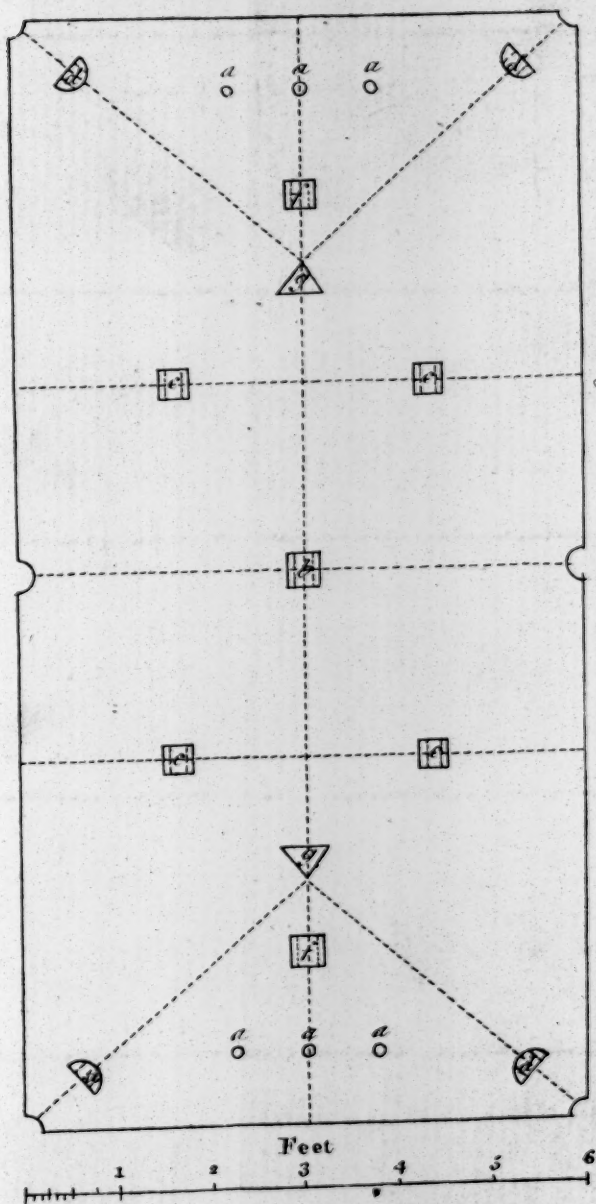
Secondly, The Pass through which each of the Adversary's attacking Balls must pass, before a Fort can be taken.

Lastly, The Grand Batteries, and ten Flags or Colours.

Two of the Forts, called the Grand Forts, are to be made larger than the rest, and to have an Arch cut through them of the Size the others have.

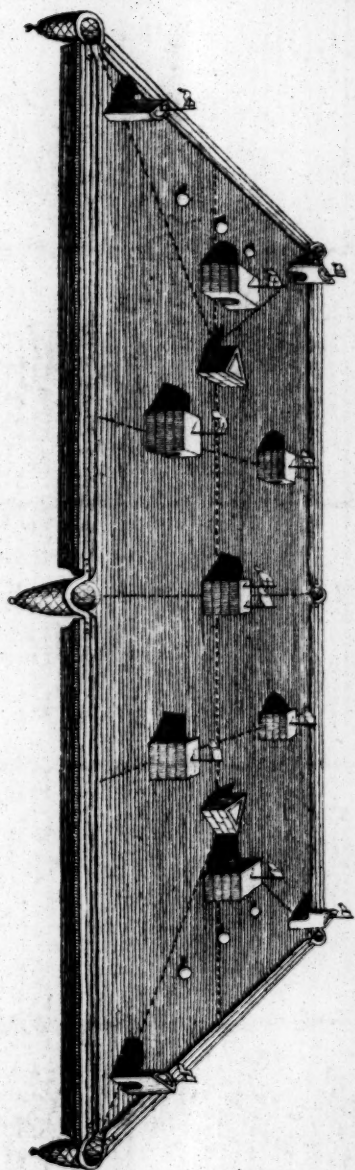
Five of the Forts, including one of the Grand Forts,

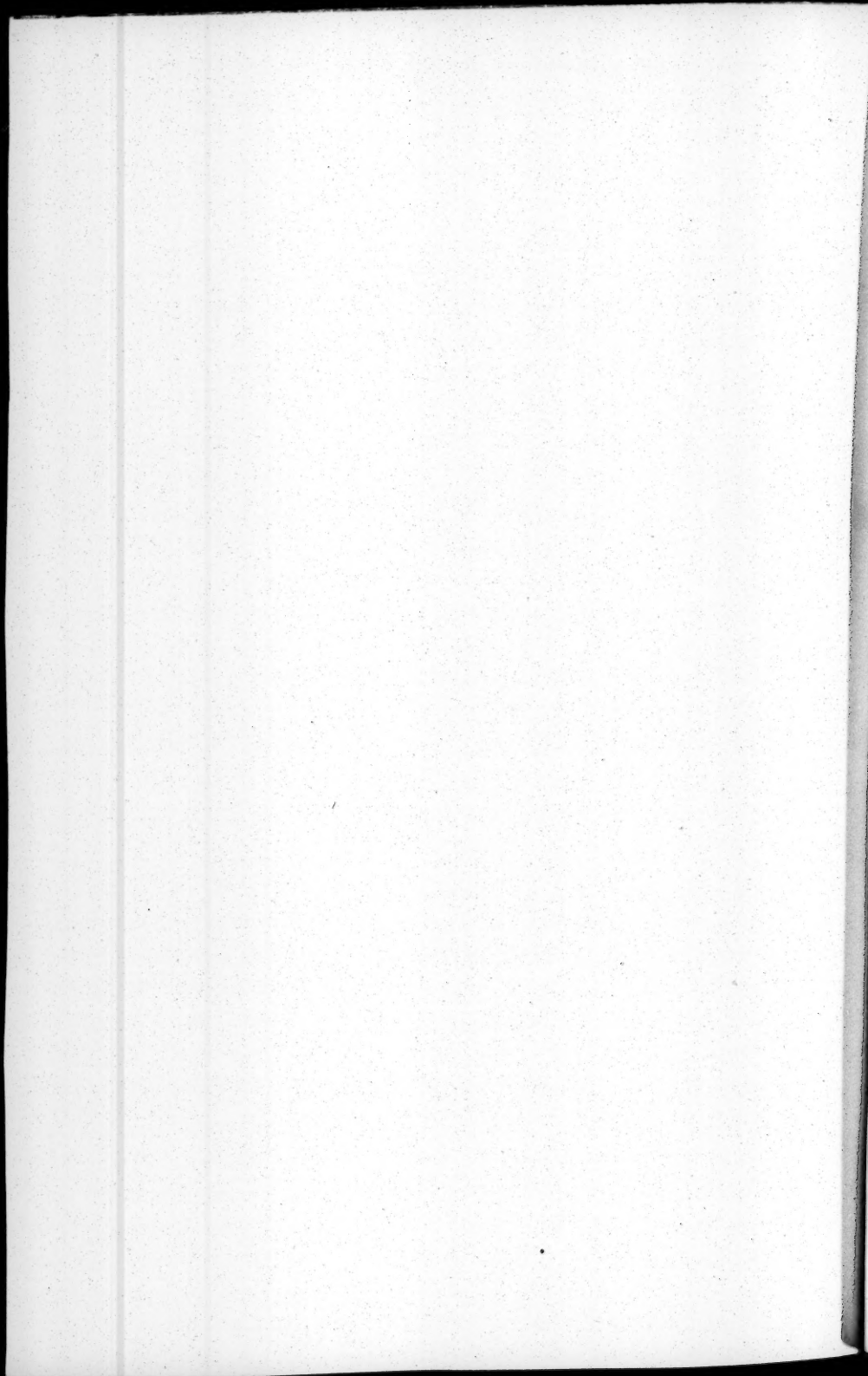
Plan of Fortification Billiards.



to, just each other

Perspective View of Fortification Billiards.





Forts, one of the Batteries, and five of the Flags or Colours are usually painted red, and the Forts and Battery are to be pointed like Brick-work, which Colour denotes them to be English; on each Fort one red Colour is to be hoisted on the Centre of the Front thereof.

The other five Forts, grand Fort included, Battery and Colours, are to be of a white Colour; the Forts and Battery to be pointed with black like Stone, are called French, one white Colour to be hoisted on each as before mentioned.

The Pass, which serves for the Purpose of both Parties attacking Balls to go through, is to be made in the Form of the grand Forts, but rather longer for Distinction, and to have an Arch of the Size of the grand Forts, and is to be painted of different Colours; *viz.* one of the Ends where the Arch is, of a Red, to continue half way of each Side, and the same on the Top; the other End of the Arch is to be White, and to continue in the same Colour over the other Half as before.

There are likewise two Colours to be hoisted on the Pass, *viz.* one Red and the other White; the Red to be hoisted at the English End, and the White at the French end.

The Pass is to be placed in the Centre of the Table, the red End to face the English Forts, and the white End the French Forts.

The Limits of each Party's Quarter, is from the End Cushion, where his Forts are placed, to his Pass on each Side of the Table.

The Red or English Forts are to possess one End of the Table, and is called the English Quarter.

The White or French Forts are to possess the
other

other end of the Table, and is called the French Quarter.

The two Forts in each Quarter in the first Angle from the Pass are to be taken first, which are therefore called the Advanced Forts.

The two Forts in the second Angle are to be taken next, which are called the Reserved Forts.

Lastly, The grand Fort, with the Battery placed before the same, is the last to be taken.

The Height of the Advanced and the Reserved Forts is to be five Inches and a Half, the Breadth and Length of the Advanced Forts five Inches to the Square, and the Length of the Reserved Forts are five Inches and a Half, and the Back of them to be rounded off.

The Height of the Grand Forts is to be five Inches and a Half, the Breadth and Length six Inches and a Quarter. The Batteries are made in a triangular Form, the Height of them are three Inches, the Breadth at the Extremity are two Inches and a Half, and the Length three Inches and a Half.

The Height of the Pass is five Inches and a Half, the Breadth six Inches and a Quarter, and the Length seven Inches.

The Height of the Concave in the Forts where the attacking Ball must enter, is three Inches, the Breadth two Inches and a Half, the Depth two Inches and three Quarters.

The Bell which is to be within the Arch in each Fort, must be hung one Inch and a Half within it.

The Balls which are to be played with at this Game, are to be one Inch and three Eighths Diameter.

Description

Description of the Plates.

The one is a Plan for placing the Forts, &c. &c. with the Distances measured; the other is also a Representation of the Superficies of a Billiard Table, with all the Forts and Castles properly placed.

- a a a* The Balls.
- b* The Pass.
- c c* Advanced Forts.
- d d* Reserved Forts.
- f* Grand Fort.
- g* Battery.

FORTIFICATION BILLIARDS.

The Game is Twenty in Number.

I. **T**HE Game begins, he who strikes the opposite Cushion, and brings the Ball nearest the Cushion where he struck from, shall have the first Stroke, and have the Red (or English Side of the Forts) and must commence Hostilities, and begin the Attack.

II. Each Party has three Balls, *viz.* one attacking Ball, and two defending Balls.

III. The Balls are placed on the Spots as appears; the attacking Ball is put in the Middle, the defending Balls on each Side thereof.

IV. The Ball for the attack, on the Red (or English

English Side of the Forts) must be spotted with Red, and the defending Balls with small black Circles.

V. The Ball for the Attack on the White, (or French) Side of the Forts must be White, *i. e.* plain, and the two defending Balls eight black Spots on each Ball.

VI. Before you can attack any of the Forts, you must make the Pafs.

VII. When you have made the Pafs, you must take down your Adversary's Colours, and then attack either of his advanced Forts, which must be taken first.

VIII. If after you have made the Pafs, you do not take down your Adversary's Colours, you must make the Pafs again from your own Side of the Forts; but you must not return to the Spot.

IX. If you take either of your Adversary's Forts, after you have made the Pafs, and have not taken down your Adversary's Pafs Colours, you lose two Points, and must return to your Spot again.

X. After you have regularly made the Pafs, and have taken a Fort, you must return to your middle Spot again.

Note. Regularly making the Pafs, is when you have taken down your Adversary's Colours, conformable to Article VII.

XI. When you have taken a Fort, you win four Points.

XII. If you do not take down your Adversary's Colours when you have taken his Fort, you are obliged to take the said Fort again, and must be put back those four points you won by the same.

XIII. Missings at this Game reckon nothing.

XIV. After

XIV. After you have regularly made the Pass, you are not obliged to go through it again during the Game.

XV. In each Fort there is a Bell, which gives Notice at being taken ; which Bell must be made to ring, otherwise the Fort is not taken.

XVI. The Besieger may defend his Forts, or may send his attacking Ball into the Assaulter's Quarter to attack his Forts.

XVII. The Besieger must take his Adversary's Forts with his attacking Ball.

XVIII. If the Besieger should take his Adversary's Fort with either of his defending Balls, he loses two points, and returns to his Spot again.

XIX. If the Striker plays with either of his Adversary's Balls, he loses two Points, and if he played on either of his own Balls, it must be put on its proper Spot again, if his Adversary requires it.

XX. Either Party may send his defending Ball or Balls into his Adversary's Quarter, if he pleaseth.

XXI. After having taken the two advanced Forts, you must take the two other Forts in the next Angle, which are called the Reserved Forts, and lastly the Grand Fort.

XXII. He who does not take the Forts according to the above Direction, and takes either of the last for the first, loses two Points, and must return to the proper Spot again.

XXIII. After a Fort hath been taken, or a Ball holed or forced over the Table, the Striker is bound to place, or to see the Ball placed on its proper Spot; and if he doth not, he shall reckon nothing for any Forts, &c. he shall take during the Time the Ball is out of its Place.

XXIV. After

XXIV. After having taken a Fort, either by Storm or otherwise, and his Adversary do take the said Ball out of the Fort, to place it or otherways, and although he doth not take down his Colours, nevertheless the said Fort is deemed as taken, and the Colours are to be taken down.

N. B. Taking a Fort by Storm is, when the Party has made his utmost Effort to take it, and is so well defended and guarded by his Adversary, so that he is obliged to have Recourse to Stratagem, that is, by laying his Ball in a proper Angle, and striking the Ball against the End Cushion, and bringing the Ball back again into his Adversary's Fort.

XXV. If the Striker forceth either of his Adversary's Balls into his own Fort which hath not been taken, he makes him a Prisoner of War, and wins six Points.

XXVI. If the Striker forces either of his Adversary's Balls into his own Fort which hath been taken, it is no Prisoner of War, but the said Striker wins two Points.

XXVII. If the Striker forces either of his Adversary's Balls into his Adversary's Fort, he wins two Points.

XXVIII. If the Striker holeth either of his Adversary's Balls, or two, &c. for each Ball so holed he wins two Points.

XXIX. If the Striker holes his own Ball or Balls, for each Ball so holed he loses two Points.

XXX. If the Striker forceth his Adversary's Ball or Balls over the Table, or on a Fort or Cushion, for each Ball he wins two Points.

XXXI. If the Striker forces his own Ball or Balls
over

over the Table, or, &c. for each Ball he loses two Points.

XXXII. If the Striker forces his Adversary's Ball over the Table, or on a Fort or Cushion, or into a Hole, and regularly takes his Adversary's Fort by the same Stroke, he wins six Points. But if by the same Stroke the Striker's Ball should go into a Fort which hath been taken, or is out of the Angle, he loses two Points.

XXXIII. If the Striker holes his own or his Adversary's Ball, or forces them over the Table, or on a Fort or Cushion, he loses two Points.

XXXIV. If the Striker forces his Ball into any of his own or Adversary's Forts, which hath been taken, or into any of his Adversary's Forts out of the Angle, he loses two Points.

XXXV. When a Ball is holed or forced over the Table, or on, &c. such Ball is to be placed on its proper Spot ; but if it happens that the Spot should be occupied by another Ball, in such Case the Ball is to be placed behind it, so as not to touch the Ball.

XXXVI. Whoever takes a Fort after it has been regularly taken, and the Colours are down, loses two Points.

XXXVII. When the Striker's Adversary's Ball is out of Sight (that is, lying behind a Fort so that it cannot be seen) and the Striker hath a Fancy to strike the Cushion first, and hit the said Ball backwards, by giving Warning, saying, *I do not see*, if he should hit the said Ball he wins two Points ; but if he should not hit the Ball, he loses two Points.

XXXVIII. If, by the before-mentioned Stroke, the

the Striker should hit the Ball, and holeth his own Ball, or forces it over the Table, or on a Fort or Cushion, or into either of his own Forts, or into either of his Adversary's Forts, which hath been taken*, or is out of the Angle, he loseth two Points, and shall reckon nothing for hitting the said Ball.

XXXIX. If either of the Adversary's Balls should lay before either of the Striker's Forts, which hath not been taken, and (the said Ball being out of Sight) hath a Fancy to strike the Cushion first, and hit the said Ball backwards, to make a Prisoner of War of his said Adversary's Ball, by saying, *I do not see*, if he hits the Ball he wins two Points, and if he makes a Prisoner of War of his Adversary's Ball, he wins six Points more, and his Adversary's Ball must return to its proper Spot again.

XL. When the Striker gives Warning, saying, *I do not see*, his Adversary, or the disinterested Company, have a Right to be Judges thereof, or the Marker, if any Dispute should arise thereon.

XLI. If the Striker holes, or &c. either of his Adversary's defending Balls, it is at his Adversary's Option to place the said Ball on either of the proper Spots, if they are both vacant.

XLII. Whoever toucheth both Balls with Mace or Cue, it is deemed a foul Stroke; therefore he cannot reckon any Points he made by the said Stroke, if it is discovered and proved to be so by the disinterested Company and the Marker; but if it is not discovered the Marker is obliged to reckon all the

* Out of the Angle—Vide XXI. and XXII.

Points made by the Stroke. But if the said Stroke is proved to be foul, then it is at his Enemy's Option either to break the Balls, or to make him return to his proper Spot again.

XLIII. If the Striker makes a foul Stroke, and holes his own Ball, or forces it over the Table, &c. he loses two Points for each of his own Balls so holed or forced over the Table; and it is at his Adversary's Option to part the Balls, if he pleases.

XLIV. If the Striker moves the Ball, it must be put back to the proper Place it was moved from.

XLV. Whoever blows on his Enemy's or on his own Ball when running, it is deemed foul. [See Art. XLII.]

XLVI. If the Striker, by blowing on his own Ball, should put it out of its proper Course, especially when running near a Hole, he loses two Points; and it is deemed foul. [See Article XLII.]

XLVII. Whoever stops a Ball with Stick or otherwise after the Stroke, it is deemed foul. [See Art. XLII.]

XLVIII. Whoever plays with both Feet off the Ground, without Permission from his Enemy, it is deemed foul. [See Art. XLII.]

XLIX. Whoever plays upon a Ball when running, it is deemed foul. [See Art. XLII.]

L. Whoever retains his Adversary's Stick when playing, loseth two Points; besides it is foul. [See Art. XLII.]

LI. Whoever gets the first twenty Points, each Fort being regularly taken is four Points, wins the Game.

LII. When

LII. When four Parties play a double Match, he who plays before his Turn loses two Points.

N. B. The rest of the necessary Rules and Regulations, are to be found in the Rules, &c. of the White Winning Game.

ODDS

ODDS AT BILLIARDS.

Equal Players.

1 Love is	5 to 4	3 to 2 is	5 to 4
2 — —	3 — 2	4 — —	8 — 5
3 — —	7 — 4	5 — —	9 — 5
4 — —	2 — 1	6 — —	3 — 1
5 — —	5 — 2	7 — —	7 — 2
6 — —	4 — 1	8 — —	6 — 1
7 — —	9 — 2	9 — —	7 — 1
8 — —	10 — 1	10 — —	21 — 1
9 — —	11 — 1	11 — —	22 — 1
10 — —	36 — 1		
11 — —	40 — 1	4 to 3 is	7 to 5
		5 — —	8 — 5
2 to 1 is	4 to 3	6 — —	5 — 2
3 — —	8 — 2	7 — —	3 — 1
4 — —	7 — 4	8 — —	5 — 1
5 — —	2 — 1	9 — —	6 — 1
6 — —	7 — 2	10 — —	20 — 1
8 — —	9 — 1	11 — —	21 — 1
9 — —	10 — 1		
10 — —	32 — 1		
11 — —	36 — 1		

N

5 to

5 to 4 is	5 to 4	8 to 7 is	7 to 4
6 — —	7 — 4	9	2 I
7 — —	2 — I	10	9 2
8 — —	4 — I	11	5 I
9 — —	9 — 2	<hr/>	
10 — —	21 — 2	9 to 8 is	5 to 4
11 — —	12 — I	10	11 4
<hr/>		11	3 I
6 to 5 is	3 to 2	<hr/>	
7 — —	7 — 4	10 to 9 is	9 to 4
8 — —	3 — I	11	5 2
9 — —	4 — I	<hr/>	
10 — —	9 — I	11 to 10 or according to the Stroke.	
11 — —	21 — 2	<hr/>	
<hr/>		<hr/>	
7 to 6 is	4 to 3	<hr/>	
8 — —	2 — I	<hr/>	
9 — —	5 — 2	<hr/>	
10 — —	5 — I	<hr/>	
11 — —	11 — 2	<hr/>	

When

When a Person who gives One Point to another, is,

1 All is 5 to 4	3 All is 5 to 4
2 to 1 — 3 — 2	4 to 3 — 3 — 2
3 — — 7 — 4	5 — — 7 — 4
4 — — 2 — 1	6 — — 3 — 1
5 — — 5 — 2	7 — — 7 — 2
6 — — 4 — 1	8 — — 6 — 1
7 — — 9 — 2	9 — — 13 — 2
8 — — 10 — 1	10 — — 21 — 1
9 — — 11 — 1	11 — — 22 — 1
10 — — 36 — 1	
11 — — 40 — 1	4 All is 5 to 4
	5 to 4 — 7 — 5
2 All is 5 to 4	6 — — 2 — 2
3 to 2 — 3 — 2	7 — — 11 — 5
4 — — 7 — 4	8 — — 9 — 2
5 — — 2 — 1	9 — — 5 — 1
6 — — 7 — 2	10 — — 12 — 1
7 — — 4 — 1	11 — — 13 — 1
8 — — 9 — 1	
9 — — 10 — 1	5 All is 5 to 4
10 — — 25 — 1	6 to 5 — 8 — 5
11 — — 26 — 1	7 — — 9 — 5
	8 — — 4 — 1
	9 — — 9 — 2
	10 — — 10 — 1
	11 — — 11 — 1

6 All is 6 to 5	8 All is 7 to 6
7 to 6 — 7 — 5	9 to 8 — 4 — 3
8 — — 5 — 2	10 — — 3 — 1
9 — — 11 — 4	11 — — 7 — 2
10 — — 11 — 2	
11 — — 6 — 1	9 All is 7 to 6
	10 to 8 — 5 — 2
	11 — — 11 — 4
7 All is 6 to 5	
8 to 7 — 9 — 5	
9 — — 9 — 4	10 All is 8 to 7
10 — — 5 — 1	11 to 10; or accord-
11 — — 11 — 2	ing to the Stroke.

When a Person who gives Two Points to another, is,

1 to 2 is 5 to 4	3 to 2 is 7 to 4
2 All — 3 — 2	4 — — 2 —
3 to 2 — 7 — 4	5 — — 5 —
4 — — 2 — 1	6 — — 4 —
5 — — 5 — 2	7 — — 9 —
6 — — 4 — 1	8 — — 10 —
7 — — 9 — 2	9 — — 21 —
8 — — 10 — 1	10 — — 30 —
9 — — 11 — 1	11 — — 31 —
10 — — 31 — 1	
11 — — 32 — 1	

3	All is	3 to 2	6	All is	4 to 3
4	to 6 --	7 -- 4	7	to 6 --	3 -- 2
5	-- --	2 -- 1	8	-- --	5 -- 2
6	-- --	7 -- 2	9	-- --	3 -- 1
7	-- --	4 -- 1	10	-- --	11 -- 2
8	-- --	9 -- 1	11	-- --	6 -- 1
9	-- --	10 -- 1			
10	-- --	26 -- 1	7	All is	4 to 3
11	-- --	27 -- 1	8	to 7 --	2 -- 1
			9	-- --	5 -- 2
4	All is	7 to 5	10	-- --	5 -- 1
5	to 4 --	8 -- 5	11	-- --	11 -- 2
6	-- --	5 -- 2			
7	-- --	11 -- 4	8	All is	5 to 4
8	-- --	5 -- 1	9	to 8 --	7 -- 5
9	-- --	11 -- 2	10	-- --	3 -- 1
10	-- --	20 -- 1	11	-- --	7 -- 2
11	-- --	21 -- 1			
5	All is	7 to 5	9	All is	5 to 4
6	to 5 --	7 -- 4	10	to 9 --	11 -- 4
7	-- --	2 -- 1	11	-- --	3 -- 1
8	-- --	9 -- 2			
9	-- --	5 -- 1	10	All is	6 to 5
10	-- --	15 -- 1			
11	-- --	16 -- 1			

When a Person who gives three Points to another, is,

1 to 3 is	5 to 4	6 All is	3 to 2
2 — —	3 — 2	7 to 6 —	7 — 4
3 All	7 — 4	8 — —	7 — 2
4 to 3 —	1 — 1	9 — —	4 — 1
5 — —	5 — 2	10 — —	6 — 1
6 — —	4 — 1	11 — —	13 — 2
7 — —	9 — 2	7 All is	3 to 2
8 — —	10 — 1	8 to 7 —	5 — 2
9 — —	11 — 1	9 — —	3 — 1
10 — —	21 — 1	10 — —	11 — 2
11 — —	22 — 1	11 — —	6 — 1
4 All is	8	5 8 All is	4 to 2
5 to 4	9	5 9 to 8 —	3 — 2
6	3	1 10 — —	7 — 2
7	7	2 11 — —	4 — 1
8	7	1 9 All is	4 to 3
9	8	1 10 to 9 —	3 — 1
10	20	1 11 — —	7 — 2
11	21	1 10 All is	5 to 4
5 All is	8 to 5	18 to 10 ; or accord-	
6 to 5	5	ing to the Stroke.	
7	3		
8	6		
9	13		
10	19		
11	20		

When

When a Person who gives Four Points to another, is,

1 to 4	is	5 to 4	7 All	is	7 to 4
2		3	2	8 to 7	4
3		7	4	9	9
4		2	1	10	13
5		5	2	11	14
6		4	1		
7		9	2	8 All	is
8		8	1	9 to 8	8 to 5
9		9	1	10	9
10	26	1	1	11	4
11	27	1			9
					2
5 All	is	2 to	1	9 All	is
6 to 5		7	2	10 to 9	8 to 5
7		4	1	11	7
8		7	1		4
9		8	1		1
10	24	1		10 All	is
11	25	1		11 to 10	3 to 2
					according
					to the Stroke.
6 All	is	7 to	4		
7 to 6		2	1		
8		5	1		
9		11	2		
10		15	1		
11		16	1		

When a Person who gives Five Points to another, is,

1 to 5 is	5 to 4	7 All is	5 to 2
2	3	8 to 7	4
3	7	9	11
4	2	10	13
5	5	11	14
6	4		
7	9	8 All is	2 to 4
8	8	9 to 8	5
9	9	10	11
10	24	11	6
11	25		
6 All is	5 to 2	9 All is	2 to 1
7 to 6	3	10 to 9	4
8	11	11	11
9	6	10 All is	8 to 5
10	14	11 to 10 or accord-	
11	15	ing to the Stroke.	

When a Person who gives Six Points to another, is,

6 All is	3 to 1	7 All is	3 to 1
7 to 6	7	8 to 7	11
8	6	9	6
9	7	10	14
10	15	11	15
11	16		

8	All is	5	to	2
9	to 8	11		4
10		6		4
11		7		1

9	All is	5	to	2
10	to 9	5		1
11		6		1

10 All is 2 to 1
11 to 10 or according to the Stroke.

When a Person who receives one Point from another, is,

2	Love is	4	to	3
3	—	3		2
4	—	7		4
5	—	2		1
6	—	7		2
7	—	4		1
8	—	9		1
9	—	10		1
10	—	35		1
11	—	36		1

When a Person who receives two Points from another, is,

3	Love is	5	to	4
4	—	8		5
5	—	9		5
6	—	3		1
7	—	7		2
8	—	8		1
9	—	9		1
10	—	26		1
11	—	27		1

When a Person who receives three Points from another, is,

4	Love is	7	to	5
5	—	8		5
6	—	11		4
7	—	3		1
8	—	7		1
9	—	8		1
10	—	25		1
11	—	26		1

*When a Person who receives
four Points from another, is,*

5 Love	is	7 to	5
6 —		2	1
7 —		5	2
8 —		6	1
9 —		7	1
10 —		15	1
11 —		16	1

*When a Person who receives
five Points from another, is,*

6 Love	is	7 to	4
7 —		2	1
8 —		5	1
9 —		6	1
10 —		14	1
11 —		15	1

*When a Person who receives
six Points from another, is,*

7 Love	is	3 to	2
8 —		4	1
9 —		5	1
10 —		11	1
11 —		12	2

*When a Person who receives
two Points from another, is,*

4 to 2	is	6 to	5
5		4	3
6		5	2
7		3	1
8		5	1
9		11	2
10		18	1
11		19	1

*When a Person who receives
two Points from another, is,*

6 to 4	is	4 to	3
7		3	2
8		3	1
9		7	2
10		9	1
11		10	1

*When a Person who receives
two Points from another, is,*

8 to 6	is	3 to	2
9		7	4
10		4	1
11		9	2

When

*When a Person who receives
two Points from another, is,*

10 to 8 is 3 to 1
11 5 2

*When a Person who receives
four Points from another, is,*

7 to 4 is equal.
8 — — 2 to 1
9 — — 5 — 2
10 — — 7 — 1
11 — — 8 — 1

*When a Person who receives
four Points from another, is,*

8 to 6 is equal.
9 — — 5 to 4
10 — — 3 — 1
11 — — 7 — 2

*When a Person who receives
four Points from another, is,*

10 to 8 is 3 to 2
11 7 4

*When a Person who receives
four Points from another, is,*

10 to 9 is 5 to 4
11 3 2

*When a Person who receives
six Points from another, is,*

10 to 7 is 7 to 4
11 2 1

*When a Person who receives
six Points from another, is,*

11 to 8 is 4 to 3

*The Odds of a Hazard when One Point is given, is
according to the Stroke.*

When 2 are given 6 to 5

— 3	— 5	— 4
— 4	— 3	— 2
— 5	— 8	— 5
— 6	— 2	— 1

N 6

The

The full Odds that one Person does not get two Hazards following, is

3 Hazards	ditto	3	to	1
4		7	—	1
5		15	—	1
6		31	—	1
		63	—	1

THE GAME OF FARO.

FARO, Pharo, Pharaoh, or Pharaon is very similar to Bassett, a Game formerly much in vogue.

RULES of the GAME.

The Banker deals a compleat Pack of 52 Cards, deliberately one by one, laying them alternately first to his Right and then to his Left Hand till the whole Pack is dealt out.

The Punter may, at his option, set any Number of Stakes, agreeable to the Sum limited, upon one or more Cards chosen out of his Livret, from the Ace to the King inclusive, either previous to dealing the Cards, or after any quantity of Coups are made, or he may masque his Bets, or change his Cards whenever he pleases, or finally decline punting, except an Event is unsettled when not above eight Cards are undealt.

The Banker wins when the Card equal in Points

to that on which the Stake is set, turns up on his Right Hand, but loses when it is dealt to the Left.

The Punter loses half the Stake when his Card comes out twice in the same Coup.

The last Card neither wins nor loses.

The last Card but one is called Hocly, and forms part of the Banker's Gain; but now is frequently given up, and generally so in the last Deal.

When by Accident or Design the Pack happens to contain more or less than 52 Cards, or should the last Coup be found deficient, owing to any Misdeal, however arising, whether discovered at the End or during the Game, the Bank must then pay every Stake depending at the Period when the Error is detected.

The Dealer should always be prepared to inform any Punter how many Cards remain.

The first Card is never valid till the second is dealt.

No Person but the Dealer or Croup should ever meddle with the Cards, unless to cut them.

A Paroli may be purchased by paying a sum equivalent to the Stake.

METHOD of PLAY.

THE Tailleur and Croup, sit opposite each other at a large oval Table covered with a green Cloth, on which is a Line marked by coloured Tape, or a wooden Rim about an Inch High and Eight from the Edge of the Table, for the purpose of separating those Cards punted on from the others. Money is placed either loose in a well, or done up in rouleaus. The Tailleur is to deal while the Croup pays

pays and receives, guards against Errors, and shuffles another Pack of Cards.

This Game may be played by any Number of Persons, each Punter being furnished with a Livret, from which having chosen a Card, or Cards, and placed the same on the Table, just within the Line, putting the Stake either thereon or upon other Cards placed Face downwards at the Head. Then the Dealer holds a Pack of Cards tight in his Hand, and shewing the bottom one as a Caution to avoid punting on it near the Conclusion of the Game, and to prevent Mistakes, a similar Card with the Corners cut off, is usually laid in the Middle of the Table: proceeds to deal slowly, first to the Right, afterwards to the Left, mentioning every one as he goes on, and stopping between each two Cards, while the Croup settles the Events.

When a Punter gains, he may either take his Money or Paroli; if he wins again, he may play Sept et le va; should he then prove successful, he can paroli for Quinze & le va; afterwards for Trente & le va, and finally, for Soixante & le va, which is the highest Chance in the Game. Should the Punter not like to venture so boldly, he may make a Paix, or Pont, afterwards a double or treble Paix, &c. or a single, double, or treble Paix-paroli. When Doublets are dealt, the Punter may either pay or make a Pli.

A Reckoning may be kept of the Number of Times each Card is dealt, by properly placing a Livret and bending the Corners of similar Cards, one way for the Punter, another way for the Dealer.

TERMS

TERMS used at FARO.

BANKER; the Person who keeps the Table.
 COUCHE or ENJEU; the Stake.

COUP; *A Stroke or Pull.* Any two Cards dealt alternately to the Right and Left.

CROUPIER; *Croup*; An Assistant to the Dealer.

DOUBLET; Is when the Punter's Card is turned up twice in the same Coup, then the Bank wins half the Stake. A single Paroli must be taken down, but if there are several, only one retires.

HOC LY. *A Certainty*; Signifies the last Card but one, the Chance of which the Banker claims, and may refuse to let any Punter withdraw a Card when eight or less remain to be dealt.

LIVRET. *A small Book.* A Suit of 13 Cards, with 4 others called FIGURES, viz. one named the little Figure, has a blue Cross on each Side, and represents Ace, Deuce, Tray; another yellow on both Sides, stiled the yellow Figure, signifies 4, 5, 6. A third with a black Lozenge in the Centre, named the Black Figure, stands for 7, 8, 9, 10; and a red Card called the Great or Red Figure, Knave, Queen, King.

L'UNE POUR L'AUTRE. *One for the Other.* Is said when two of the Punter's Cards are dealt in the same Coup.

MASQUE. Signifies turning a Card, or placing another Face downwards for any Number of Coups, on that whereon the Punter has staked, and which he afterwards may display at Pleasure.

OPPOSE'; *The Opposite Game*; Is reversing the Game and having the Cards on the Right for the Punter, and those on the Left for the Dealer.

PAIX;

PAIX; *Peace*. Equivalent to Double or Quits; is, when the Punter having won, dont chuse to Paroli and risque his Stake, but bends or makes a Bridge of his Card. A Double Paix is, when the Punter having won twice, bends two Cards one over the other; Treble Paix, thrice, &c. A Paix may follow a Sept, &c. or Quinze, &c. &c.

PAIX PAROLI; Is when a Punter has gained a Paroli, wishes then to play Double or Quits and save his original Stake; Double-Paix-Paroli succeeds to winning a Paix-Paroli, &c.

PAROLI. *Double*. Sometimes called *Cocking*, is when a Punter being fortunate, chuses to venture both his Stake and Gains, which he intimates by bending a Corner of his Card upwards.

PLI; *Bending*; Is used when a Punter having lost half his Stake by a *Doublet*, bends a Card in the Middle and setting it up with the Points and Foot towards the Dealer, signifies thereby a Desire either of recovering the Moiety or of losing all.

PONT. *A Bridge*. The same as *Paix*.

PONTE. *A Point*. The Punter or Player.

QUINZE & LE VA. *Fifteen and it goes*. Is when the Punter having won a Sept, &c. bends the third Corner of the Card, and ventures for 15 Times his Stake.

SEPT & LE VA; *Seven, &c*. Succeeds the gaining of a Paroli, by which the Punter being entitled to thrice his Stake, risks the Whole again, and bending his Card a second Time, tries to win seven-fold.

SOIXANTE & LE VA. *Sixty-three, &c*. Is when the Player having obtained a Trente, ventures all once more, which is signified by making a fifth Paroli, either on another Card, if he has Parolied on one only before, or by breaking the Side of that one
which

which contains four, to pursue his Luck in the next Deal.

TAILLEUR, *The Dealer* or Banker.

TRENTE & LE VA. *One-and-Thirty*. Follows a Quinze, &c. when the Punter again tries his Luck and makes a fourth Paroli.

ODDS at the GAME of FARO.

THE Chances of Doublets vary according to the Number of similar Cards remaining among those undealt.

The Odds against the Punter encrease with every Coup that is dealt.

When 20 Cards remain in Hand and the Punter's Card but once in it, the Banker's Gain is 5 per Cent.

When the Punter's Card is Twice in 20, the Banker's Gain is about the 34th Part of the Stake.

When the Punter's Card is thrice in 20, the Banker's Gain is about Four per Cent.

When the Punter's Card is 4 Times in 20, the Banker's Gain is nearly the 18th Part of the Stake.

When only 8 Cards remain 'tis	5 to 3	} in Favour of the Bank.
When but 6 are left, 'tis	2 to 1	
And when no more than 4	3 to 1	

That the Punter dont lose his first Stake is an even Bet.

That he does not win twice together,	is 3 to 1
three following Times,	is 7 to 1
four ditto	15 to 1
five ditto,	31 to 1
six ditto	63 to 1

A TABLE

A TABLE for FARO, whereby the several Advantages of the Banker, in whatever Circumstances he may happen to be, is seen sufficiently near by Inspection.

N ^o of Cards in the Stock	The N ^o of Times the Punter's Card is contain'd in the Stock.			
	1	2	3	4
52	**	**	**	50
50	**	94	65	48
48	48	90	62	46
46	46	86	60	44
44	44	82	57	42
42	42	78	54	40
40	40	74	52	38
38	38	70	49	36
36	36	66	46	34
34	34	62	44	32
32	32	58	41	30
30	30	54	38	28
28	28	50	36	26
26	26	46	33	24
24	24	42	30	22
22	22	38	28	20
20	20	34	25	18
18	18	30	22	16
16	16	26	20	14
14	14	22	17	12
12	12	18	14	10
10	10	14	12	8
8	8	11	9	6

Use of the foregoing Table.

EXAMPLE I.

To find the Gain of the Banker when there are 30 Cards remaining in the Stock, and the Punter's Card twice in it.

In the first Column seek for the Number answering to 30, the Number of Cards remaining in the Stock: over-against it, and under 2, at the Head of the Table, you will find 54, which shews that the Banker's Gain is the fifty-fourth Part of the Stake.

EXAMPLE II.

To find the Gain of the Banker when but 10 Cards remaining in the Stock, and the Punter's Card thrice in it.

Against 10, the number of Cards, in the first Column, and under Number 3, you will find 12, which denotes that the Banker's Gain is the twelfth Part of the Stake.

EXAMPLE III.

To find the Banker's Profit when the Punter's Cards remain twice in 22.

In the first Column find 22, the Number of Cards, over against it under Figure 2 at the Head of the Table, you will find 38, which shews that the Gain is one 38th Part of the Stake.

EXAMPLE

EXAMPLE IV.

To find the Banker's Gain when eight Cards remain, and the Punter's Card thrice among them.

In the first Column seek for 8, on a Line with which under the 3 stands the Figure of 9, denoting the Profits to be one-9th, or 2s. 4d. in the Guinea.

COROLLARY 1,

From the Table it appears, that the fewer Cards there are in the Stock, the greater is the Gain of the Banker.

COROLLARY 2.

The least Gain of the Banker under the same circumstance is, when the Punter's Card is but twice in hand, the next greater when three times, still greater when but once, and the greatest of all when four times.

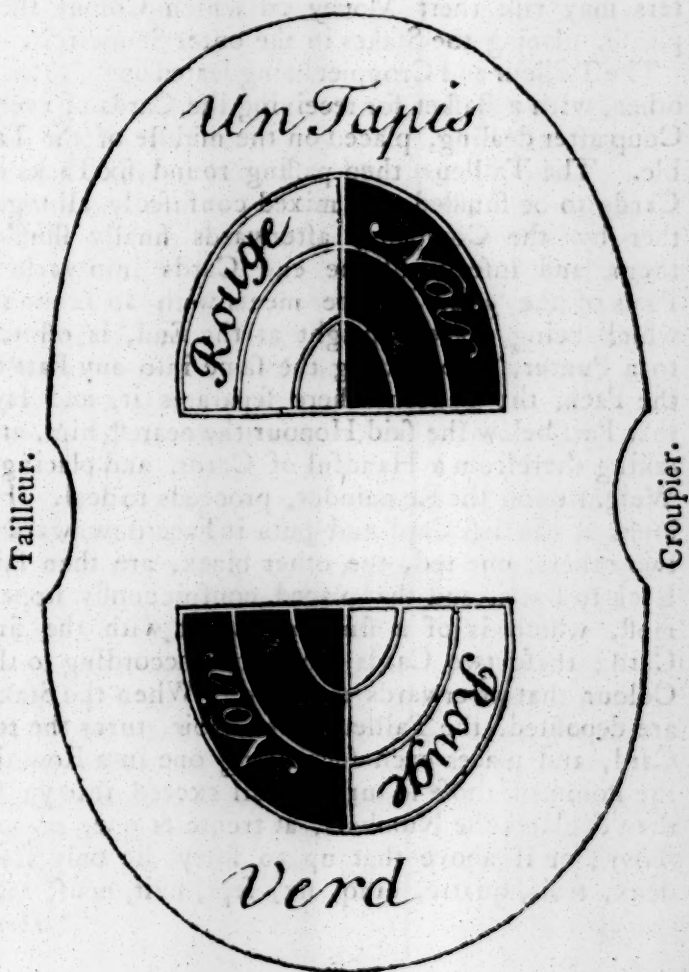
The Profit of the Banker is three per Cent. upon all the Sums adventured, supposing the Punters to stop when only six Cards remain, but with Hoely 'tis full five per Cent.

N. B. A Punter plays on the Square by placing a Stake, referring to both at the Head of two Cards that have been dealt thrice each, and neither of which is the bottom one.

THE

THE
GAME OF ROUGE ET NOIR.

ROUGE & NOIR, or *Red and Black*, is a modern Game, so filed, not from the Cards, but from the Colours marked on the Tapis or Cloth with which the Table is covered.



The first Parcel of Cards played, is usually for Noir ; the second for Rouge, though sometimes the Cards are cut to determine which shall begin. All the Terms of this Game are French, and that Language is used in playing.

Any Number of Persons may play, and the Punters may risk their Money on which Colour they please, placing the Stakes in the outer Semicircle.

The Tailleur and Croupier being seated opposite each other, with a Basket for receiving the Cards of every Coup after dealing, placed on the middle of the Table. The Tailleur then passing round six Packs of Cards to be shuffled and mixed confusedly all together by the Company, afterwards finally shuffles them, and inserts all the end Cards into various Parts of the 312, till he meets with an Honour, which being placed upright at the End, is offered to a Punter, who putting the same into any Part of the Pack, the Tailleur there separates it, and lays that Part below the said Honour the nearest him, and taking therefrom a Handful of Cards, and placing a Weight upon the Remainder, proceeds to deal. He looks at the first Card and puts it Face downwards; two others, one red, the other black, are then laid Back to Back, and that placed conspicuously uppermost, which is of a similar Colour with the first Card; these two Cards are turned according to the Colour that afterwards may win. When the Stakes are deposited, the Tailleur cries *Noir*, turns the top Card, and places each succeeding one in a Row till the Points of those so turned shall exceed thirty; he then declares the Numbers, at *trente & une*, *one and thirty*; or if above that up to forty, he only says, *deux*, *trois*, *quatre*, *cinq*, *six*, *sept*, *huit*, *neuf*, *two*,
three,

three, four, five, six, seven, eight, nine, and when forty, quarante.

Another Parcel is then dealt in a similar Mode for Rouge, and the Punters win who had staked on that Colour, the Points for which were thirty-one or nearest to it, which the Tailleur declares, by saying Rouge gagne, *Red wins*; or Rouge perd, *Red loses*. These two Parcels one for each Colour, make a Coup. When the same Number is dealt for each, the Tailleur says, *Après, after*, which forms un Refait, or *Doublet*, by which neither Party loses, except 'tis un Refait trente & un, *one-and-thirty*, when the Tailleur wins half the Stakes punted on each Colour, which Half the Punters may either pay, or have their Stake moved into the middle Semicircle of the Colour they then choose, called La Premiere Prison, *the first Prison*, to be determined by the next Event, whether they lose all or are set at Liberty; but if Un Refait second trente & un, *a second Doublet of one-and-thirty*, should occur in the succeeding Deal, the Punters only lose one half of their remaining Moiety, making three-fourths of their original Stake, and are removed into the smallest Semicircle, stiled la Seconde Prison, *the second Prison*, and the next Coup determines whether the Punter loses all, or is to be removed again into the first Prison.

Punters after winning may Paroli, &c. and pursue their Luck up to a Soixante, as at Faro; but as no Livrets are used at Rouge et Noir, they cannot make either Paix or Pont.

At this Game a Banker cannot refuse any Stake not exceeding his Fund; which the Punter declares, by saying, Je va la Banque, Va la Banque, or Va Banque, *I go at the Bank*.

Bankers

Bankers generally furnish Punters with Slips of Card Paper, ruled in Columns, marked N and R at the Top, on which Accounts are kept by pricking with a Pin, and when un Refait happens, the same is denoted by running the Pin through the middle Line.

Some Bankers give up the Profit of Le Refait during the first Deal.

The Odds against Le Refait being dealt, are reckoned 63 to 1, but Bankers acknowledge they expect it twice in three Deals, and there are generally from 29 to 32 Coups in each Deal.

That the Punter loses the first Stake is an even Bet.

That he does not win twice together is 3 to 1		
—————	three successive Times,	— 7 to 1
—————	four ditto,	————— 15 to 1
—————	five ditto,	————— 31 to 1
—————	six ditto,	————— 36 to 1

THE GAME OF CRIBBAGE.

CRIBBAGE, a Game usually reckoned useful to instruct young People in the Science of Calculation is play'd several ways, either by two three, or four Persons or with 5, 6, or 7 Cards; the Rules also
vary

vary a little in different Companies; but the following are those most generally allowed of.

The Dealer may discover his own Cards, though if he shews any of the Adversary's that Adversary is entitled to mark two Points, and also at liberty to call a fresh Deal.

Should too many Cards be dealt to either Party the Non dealer may score two Points, and likewise demand another Deal upon the Error being detected previous to taking up the Cards; but if any Player takes up more than the proper number of Cards, then the other, whether Dealer or not, shall set up 4 Points, and call a new Deal.

When the Opponent observes the Dealer to have too many Cards before they are taken off the Table, and does not wish a new Deal, he in that case must draw the Extra Cards out of the Dealer's Hand.

If any Person shall meddle with the Cards after Dealing till the Period of cutting them for the turn-up Card, then his Opponent shall score two Points.

When any Player scores more than entitled to, the other Party shall not only put him back as many Points as are overmarked, but likewise score the same Extra Number for his own Game.

Should either Party meddle with the Pegs unnecessarily, the Opponent may take 2 Points.

If any one takes out his front Peg, he must place the same back behind the other.

When any Pegs are misplaced by Accident a Bye-stander should replace the same according to the best of his Judgment.

When any Player miscalculates or neglects to set up what he is entitled to, the Adversary is in some Companies allowed to take the Points so omitted, but in others that is not done, the inattentive Per-

son being only prohibited from afterwards scoring them.

Each Player may place his own Cards when done with, on the Pack.

Lookers on should never intermeddle under a Penalty.

In Five-Card Cribbage, the Cards are to be dealt one by one alternately, but when played with 6 Cards, then 'tis customary to give three at a time.

The Non-dealer at the commencement of the Game in the five Card Cribbage, scores three Points, called taking *three for last*, but in 6 Card Cribbage that is not to be done.

Some Parties permit of Flushes in Play to be reckoned, when three or more Cards of a Suit are laid down successively.

MODE of Playing five Card CRIBBAGE.

CRIBBAGE Boards are so universally known that it is unnecessary to describe them; and the 61 Points or holes marked thereon, make the Game. Each Player is first to lay out two of the five Cards for the Crib, which always belongs to the Dealer, next the Adversary cuts the Remainder of the Pack, and the Dealer turns up and lays on the Crib, the uppermost Card, for which if a Knave, he marks two Points. The Card turned up is to be reckoned by both Parties whether in shewing their Hands or Crib. After laying out and cutting as above mentioned, the eldest Hand plays any Card which the other endeavours to pair, or to find one, the Points of which reckon'd with the first, will make 15; then the Non-dealer plays another Card, trying

trying to make a Pair, Pair-royal, Sequence, Flush where allowed of, or 15, provided the Cards already played have not exceeded that Number, and so on alternately till the Points of the Cards played make 31, or the nearest possible Number under that.

When the Party whose turn it may be to play cannot produce a Card that will make 31, or come in under that Number, he then says, *Go*, to his Antagonist, who thereupon is to play any Card he has that will come in, to make 31, if he can, and take two Points, or to Score one for the End Hole; and besides, the last Player has often Opportunities to make Pairs, or Sequences. Such Cards as remain after this, are not to be played; but each Party having scored his Points gained during the Play, in the Manner as below, proceeds, the Non-dealer first, to count and take for his Hand and Crib as follows, reckoning the Cards every way they can possibly be varied, and always including the turned-up Card.

For every 15	_____	2 Points.
_____ Pair	_____	2 Points.
_____ Pair-royal, or 4 of a Sort		6 Points.
_____ Double Pair-royal, or 4 ditto,		12 Points.
_____ Sequence of any Suits, according to the No.		
_____ Flushes according to the No.		
_____ Knave, or Noddy, of the same Suit as		

turned up, 1 Point; but when turned up it is not to be reckoned again, nor is any Thing to be taken for it when played.

N. B. Three Cards of the same Suit in Hand, or four in Crib, usually entitle the Player to reckon that Number, and also one more when the turned-up Card happens to be of the same Suit; but among professed Gamesters it is not customary to allow

Flushes in Crib, unless all the Cards, including that turned up, are a similar Suit.

In laying out Cards for the Crib, it is always requisite that every Player should consider not only his own Hand, but also whom the Crib belongs to, as well as the State of the Game; for what might be proper in one Situation would be highly imprudent in another. A Player, when he does not thereby injure his Hand, should, for his own Crib, lay out close Cards, in hopes of making a Sequence, or two of a Suit, in Expectation of a Flush, or any Cards that of themselves amount to 15, or such as reckoned with any others will make that Number, except when the Antagonist is nearly up, and it may be expedient to keep such Cards that probably might prevent him from gaining at Play. The direct contrary Method should be pursued in respect to the Adversary's Crib, which each Person should endeavour to baulk, by laying out those Cards that are not likely to prove of Advantage, unless at such a Stage of the Game, when it may be of Consequence to keep in Hand Cards likely to tell in Play, or when the Non-dealer would either be out by his Hand, or has Reasons for judging the Crib of little Moment. The King is a good Card to baulk a Crib, as none can form a Sequence beyond it. Low Cards are generally the most likely to gain at Play.

Flushes and Sequences are for the most Part eligible Hands, as thereby the Player is often enabled either to assist his own Crib, or baulk that of the Opponent; to whom a Knave should never be given, if with propriety it can be retained.

Sequences in Play need not be laid down in Order; it is sufficient that the Cards on the Table will form
a Sequence

a Sequence without any other one intervening; as for instance, suppose a Six first played, then a Four, and afterwards a Tray, if a Deuce follows, it will make Sequence of Three, then if a Five, it will be a Sequence of Four, and if an Ace or Seven succeeds the Five, a Sequence of Six; though should a Ten, or any other Card that wont run on regular, be played as the Fourth, the Sequence then will be totally prevented.

Twenty-nine is the greatest possible Number that can be gained by the shew of any Hand, or Crib, either in five or six Card Cribbage, and is composed of three Fives and a Knave, with a fourth Five of the same Suit, as the Knave, turned up: this very seldom happens; but Twenty-four is not an uncommon Number, and may be formed of four Threes and a Nine, or two Fours, one Five, and two Sixes; and some other Combinations that a little Experience will point out.

Odds of the Game.

THE Chances of Points in a Hand are calculated at more than Four, and under Five; and those to be gained in Play are reckoned Two to the Dealer, and One to the Adversary, making in all about Six on the Average, throughout the Game; and the Probability of those in the Crib, are estimated at Five, so that each Player ought to make Sixteen in two Deals, and onward in the same Proportion to the End of the Game, by which it appears that the first Dealer has rather the Advantage, supposing the Cards to run equal, and the Players likewise equally match-

ed in Skill. By attending to the above Calculation any Player may judge whether he is at Home or not, and thereby play his Game accordingly, either by making a Push when he is behind and holds good Cards, or by endeavouring to baulk the Opponent when his Hand proves indifferent.

In Favour of the Dealer.

Each Party being even 5 Holes going up, is 6 to 4		
_____ at 10 Holes each	12	— 11
_____ 15 ditto	7	— 4
_____ 20 each	6	— 4
_____ 25 each	11	— 10
_____ 30 each	9	— 5
_____ 35 each	7	— 6
_____ 40 each	10	— 9
_____ 45 each	12	— 8
_____ 50 each	5	— 2
_____ 55 each	21	— 20
_____ 60 each	2	— 1

When the Dealer wants 3 and his Opponent 4, 5 to 4

In all Situations of the Game till within 15 of

the End, when the Dealer is 5 Points a head 3 to 1

But if the Dealer wants 6, and the Adver-

sary 11, — — 10 to 1

Should the Dealer be 10 a head, it is 4 or 5 to 1

And near the End of the Game, 10 or 12 to 1

When the Dealer wants 16 and the Antago-

nist 11, — — 21 to 20

Against

Against the Dealer.

Both Players being even at 56 Holes each, is 7. to 5

_____ 57 _____ 7 — 4

_____ 58 _____ 3 — 2

If the Dealer wants 20, and his Opponent 17 5 — 4

When the Dealer is five Points behind, at any
Period previous to turning the Top of the
Boards _____ 6 — 5

When he is 31, and the Antagonist 36 6 — 4

When 36, and the Adversary 41 _____ 7 — 4

Even Betting.

When at 59 Holes each Player.

In all Points of the Game, tell within about 20
of the End, if the Non-dealer is three a-head.

The Dealer wanting 14, and his Antagonist 9

Ditto _____ 11, Ditto _____ 7

Three or Four-hand Cribbage differs only from the
preceding, as the Parties put out but one Card each
to the Crib, and when thirty-one, or near as can be,
have been made, the Players go on again with any
remaining Cards, 'till all are played out, before they
proceed to shew.

A Sort of Three-hand Cribbage is sometimes
played, wherein one Person sits out, not each Game,
but each Deal, in Rotation.

Six-card Cribbage varies from that played with
five, in that the Players commence on an Equality,
retain four Cards in Hand, and all the Cards are to
be played out, that is, after thirty-one, or the nearest
possible Number under that, has been made, the then
eldest Hand leads, and the other follows.

At this Game it is of Advantage to the last Player to keep as close Cards as possible, in Hopes of coming in for Fifteen, a Sequence, or Pair, besides the End Hole, or Thirty-one.

The first Dealer is reckoned to have some trifling Advantage, and each Player may, on the Average, expect to make twenty-five Points in every two Deals.

The first Non-dealer is considered to have a Preference, when he gains ten or more the first Hand, and the Dealer not making more than his average Number.

Sometimes eight Card Cribbage is played, but very seldom.

These Games of three and four Hand Cribbage, and those of six or eight Cards, are easier than that of five Cards by two Persons, and consequently are not near so much in Vogue with professed Gamesters.

Some ingenious People in London invented a Game of Chance, they stiled playing at Cribbage by Hackney Coaches, that is, two Persons seating themselves at a Window in some great Thoroughfare Street, one would take all the Coaches from the Right, the other from the Left; the Figures on the Doors of the Carriages were reckoned as Cards in Shew, and every Man or Boy that happened to sit, stand, or hold at the Back of any of them, were called Noddies, and one scored for each.

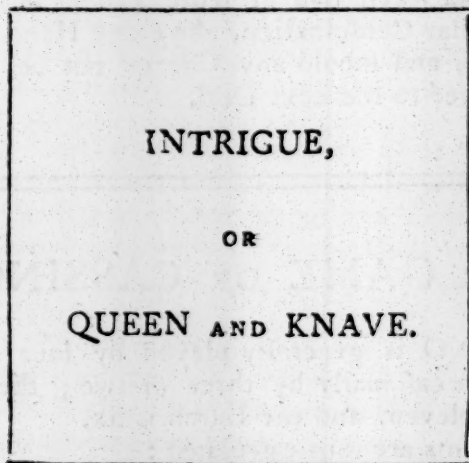
THE GAME OF MATRIMONY.

MATRIMONY may be played by any Number of Persons from 5 to 14. This Game is composed of 5 Chances usually marked on a Board as under.

Best

The Ace of Diamonds turned up.

Confederacy
King and Knave.



Matrimony
King and Queen.

Pairs

The Highest.

N. B. The Ace of Diamonds turned up takes the whole Pool, but when in Hand ranks only as any other Ace, and if not turned up, nor any Ace in Hand, then King or the next best Card wins the Chance stiled Best.

This

This Game is generally played with Counters, and the Dealer stakes what he pleases on each Chance, the other Players depositing each the same Quantity except one; that is, when the Dealer stakes twelve, the rest of the Company lay on eleven each. After this, two Cards are dealt round to every one, then to each, one other Card turned up, and he who so happens to get the Ace of Diamonds sweeps all; if it is not turned up, then each Player shews his Hand, and any of them having Matrimony, Intrigue, &c. takes the Counters on that Point; and when two or more People happen to have a similar Combination, the eldest Hand has the Preference, and should any Chance not be gained, it stands over to the next Deal.

THE GAME OF CASSINO.

CASSINO is generally played by four People, but occasionally by three or two; the Points consist of eleven, and the Lurch is six.

The Points are thus calculated:

That Party which obtains the Great Cassino (or Ten of Diamonds) reckons	—	2 Points
Ditto, Little Cassino (the Deuce of Spades)	1	
The four Aces one Point each	—	4
The Majority in Spades	—	1
The Sweep or last Trick	—	1

The other Points are scored according to the Majority of Cards.

At this Game it may so happen, that neither Party wins any Thing, as the Points are not set up according to the Tricks, &c. obtained, but the smaller Number is constantly substracted from the larger both in Tricks and Points, and if they both prove equal, the Game commences again, and the Deal goes on in Rotation.

LAWS.

The Deal and Partners are determined by cutting as at Whist, and the Dealer gives four Cards to every Player, and lays in any Manner he likes, four more Face upwards on the Board, and after the first Cards are played, four others are to be dealt to each Person till the Pack is concluded.

The Deal is not lost when a Card is faced by the Dealer, unless in the first round before any of the four Cards are turned up on the Table, and if a Card happens to be faced in the Pack before any of the said four are turned up, then the Deal must be begun again.

Any Person playing with less than four Cards must abide by the Loss, and should a Card be found under the Table, the Player whose Number is deficient, is to take the same.

Each Person plays one Card at a Time, with which he may not only take every Card of the same Denomination on the Table, but likewise all that will combine therewith; as for Instance, a Ten takes not only every Ten, but also Nine and Ace, Eight and Deuce, Seven and Three, Six and Four, or two Fives.

The

The Number of Tricks are not to be counted before all the Cards are played, nor may any Trick but that last won be looked at.

The Player who obtains the last Trick sweeps all the Cards on the Table.

RULES.

The principal objects are to remember how many Tens, Aces, and Deuces have been played, and to clear the Hand of Court Cards, which are only of Service in pairing or in gaining the Sweep; and when no Court Cards are left, 'tis best to play small ones, as thereby Combinations are often prevented.

In making Pairs, a Preference should always be given to Spades, as obtaining a Majority of them may save the Game.

When three Aces are out, take the first Opportunity to play the fourth, as it then can neither pair nor combine; but when there is another Ace remaining, it is better even to play the little Cassino than to risk the Ace that may be paired by the Opponent, and make a difference of two Points.

But when any Player holds an Ace and has reason to imagine the Antagonist has neither Ace nor Nine, then 'tis advisable to play that Ace.

When the Deuces are out, an eight is an eligible Lead; and when the Trays, a Seven, as they cannot then be combined.

Attend to the Adversaries Score, and if possible prevent them from saving their Lurch.

At the Commencement of a Game combine all the Cards possible, for that is more difficult than pairing; but when Combinations cannot be made, dont omit to pair, and also carefully avoid losing Opportunities of making Tricks.

THE

THE
GAME OF GOFF, OR GOLF.

THE favourite Summer Amusement in Scotland, is played with Clubs and Balls. The Club is taper, terminating in the Part that strikes the Ball, which is faced with Horn, and loaded with Lead. But of this there are six Sorts used by good Players; namely, the *Common Club*, used when the Ball lies on the Ground; the *Scraper* and *Half Scraper*, when in long Grass; the Spoon when in a Hollow; the *Heavy Iron Club*, when it lies deep among Stones or Mud; and the *Light Iron ditto*, when on the Surface of chingle or sandy Ground.

The Balls are considerably smaller than those used at Cricket, but much harder; they are made of Horse Leather, stuffed with Feathers in a peculiar Manner, and boiled.

The Ground may be circular, triangular, or a semicircle. The Number of Holes are not limited; that always depends on what the Length of the Ground will admit. The general Distance between one Hole and another is about a Quarter of a Mile, which commences and terminates every Game; and the Party who gets their Ball in by the fewest Number of Strokes are the Victors.

Two, four, six eight, or as many as choose, may play together; but what is called the good Game never exceeds four; that Number being allowed to afford best Diversion, and not so liable to Confusion as six, eight, ten, or twelve might be.

The

The more rising or uneven the Ground, requires the greater Nicety or Skill in the Players: on which Account it is always given the Preference to by Proficients.

Light Balls are used when playing with the wind, and heavy ones against it.

At the Beginning of each Game the Ball is allowed to be elevated to whatever Height the Player chooses, for the Convenience of Striking; but not afterwards.

This is done by Means of Sand or Clay, called a *Teeing*.

The Balls which are played off at the Beginning of the Game must not be changed until the next Hole is won, even if they should happen to burst.

When a Ball happens to be lost, that Hole is lost to the Party.

If a Ball should be accidentally stopped, the Player is allowed to take his Stroke again.

Suppose four are to play the Game, *A* and *B* against *C* and *D*, each Party having a Ball, they proceed thus:

A strikes off first—*C* next; but perhaps does not drive his Ball above half the Distance *A* did; on which Account *D*, his Partner, next strikes it, which is called *one more*, to get it as forward as that of their Antagonists, or as much beyond it as possible; if this is done, then *B* strikes *A*'s Ball, which is called playing *the Like*, or equal, of their Opponents. But if *C* and *D*, by their Ball being in an awkward Situation, should not be able, by playing *one more*, to get it as forward as *A*'s, they are to play, in turn, *two*, *three*, or as many more until that is accomplished, before *B* strikes his Partner's Ball; which he calls *one to two*, or *one to three*, or as many Strokes

Strokes as they required to get to the same Distance as *A* did by his once playing. The Ball is struck alternately if the Parties are equal, or nearly so.

THE GAME OF CONNEXIONS.

THIS Game may be played by either three or four People; if the former Number 10 Cards each are to be given; but if the latter, then only eight a piece, which are dealt and bear the same Import as at Whist, except that Diamonds are always Trumps here.

The Connexions are formed as follows :

1st. By the two black Aces.

2d. The Ace of Spades and King of Hearts.

3d. The Ace of Clubs and King of Hearts.

For the first Connexion 2s. are drawn from the Pool; for the second 1s.; and for the third, and by the Winner of the Majority in Tricks, 6d. each is taken.

These Sums are supposing Guineas to be staked, but when only Silver is pooled, then Pence are drawn.

A Trump played in any Round where there is a Connexion wins the Trick, otherwise it is gained by the Player of the first Card of Connexion, and


Whenever

Whenever there is a Connexion any following Player may trump without incurring a Revoke, and also whatsoever Suit may be led, the Person holding a Card of Connexion, is at Liberty to play the same, but the others must, if possible, follow Suit, unless one of them can answer the Connexion, which is to be done in Preference.

No Money can be drawn till the Hands are finished, then the Possessors of the Connexions are to take first according to Precedence, and those having the Majority of Tricks take last.

FINIS.

* * The Binder is to put the Plate after Page 254.

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